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CRASH

SINCLAIR SPECTRUM GAMES

SAM Coupé COMPATIBLE



1 CITY SLICKER HEWSON

2 THE COLDITZ STORY ATLANTIS

3 LIBERATOR MANGO JONES II

HEDGEHOG

GUNHEAD SOLARIS

4 2 POWERTAPE

5 POKEMANIA

Check with your friendly newsagent!

SCOOP!

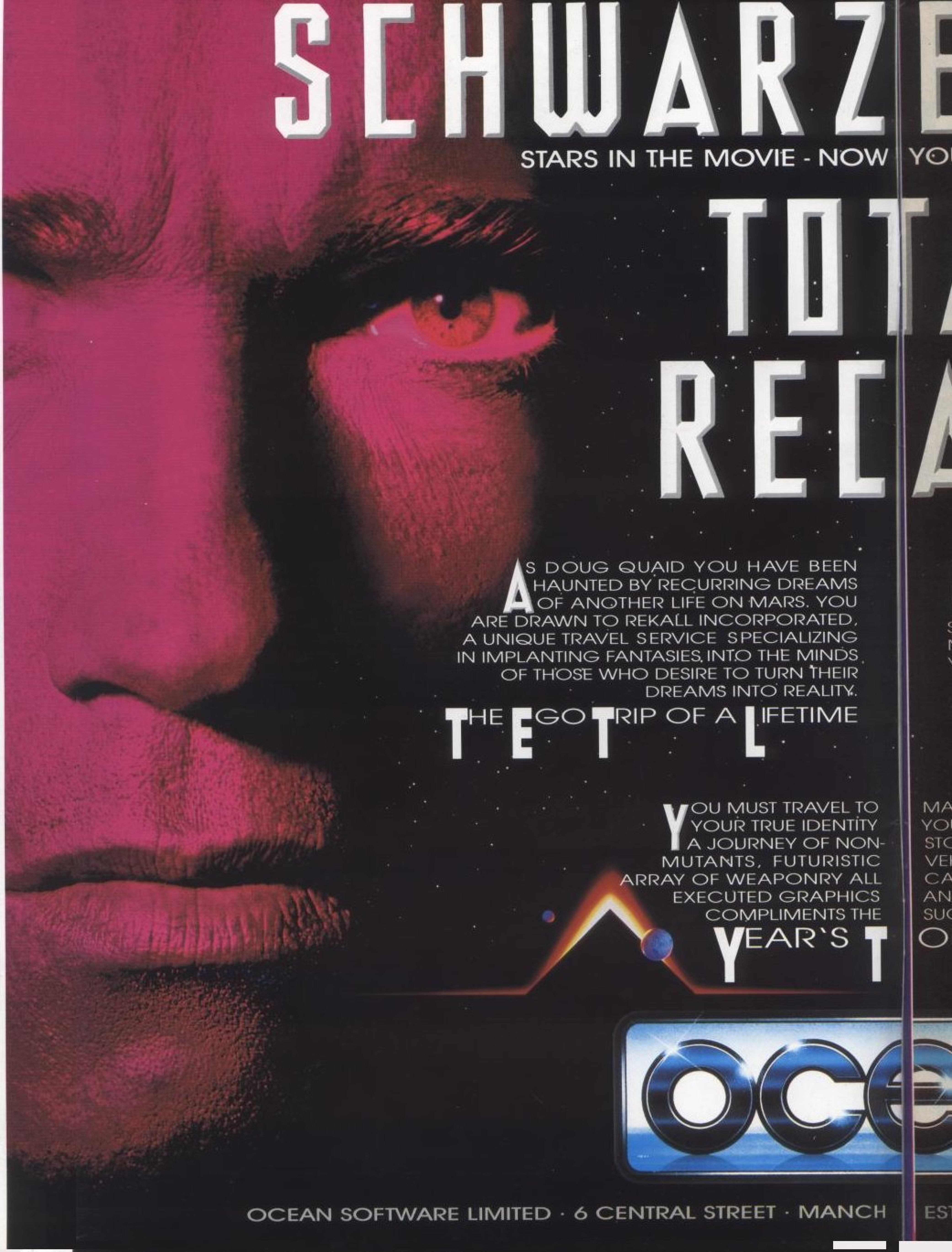
ST DRAGON

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GAMES ACTION ALL THE WAY WITH NAVY S.E.A.L.S ■ SCI ■ NARC ■ IRON MAN ■ PANG ■ RICK DANGEROUS 2 ■ DIZZY IN KWIK SNAXX AND TONS MORE!

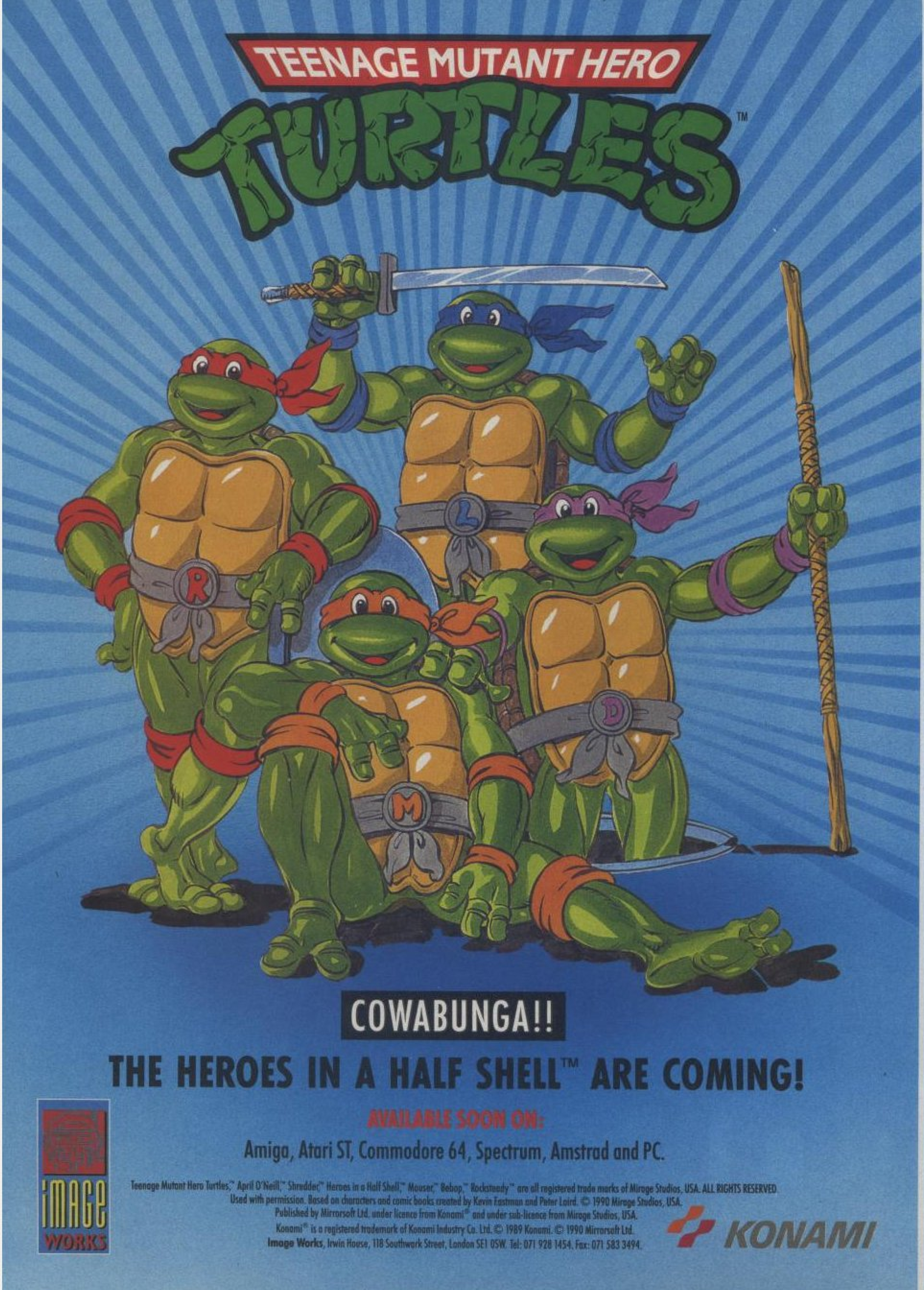
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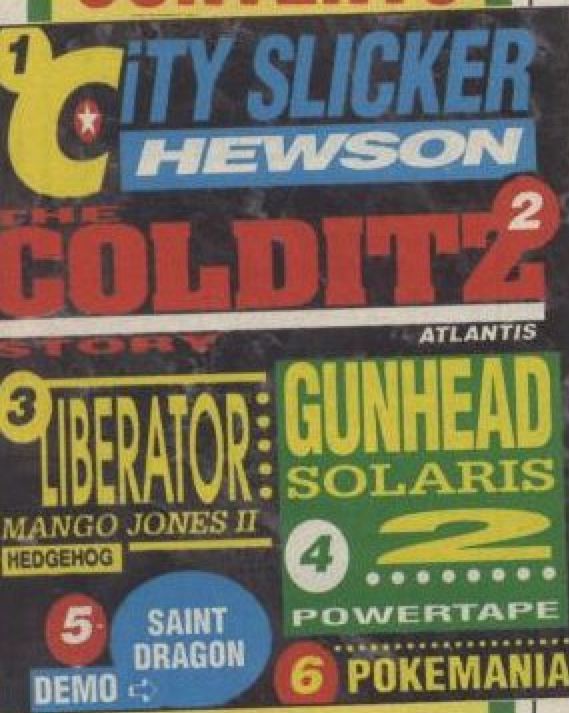


ENEGGER
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CRASH

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BACKPAGE
Nice to see you to see you nice! And on the *almost* legendary Backpage conveyor belt this month we have a blasting Hi-fi system and a stack of **US Gold** goodies to be won! Plus news on next month's fab issue!

GAME *thrills*

SURPRISE!

Cowabunga, dudes! Welcome to another radical issue of CRASH — the mag that makes you want to eat your shorts! We thought we'd give you a surprise extra freebie this month and it's there stuck to the cover along with the Powertape! The CRASH Guide to Christmas Biggies is your happenin' map to the games that are going to zoom up the charts in December! Place your bets, 'cos the race is on! But don't wave the finishing flag just yet — hold on until next month, the Christmas Plus issue, when we'll tell you which of the Speccy hot shots are going to really make it!

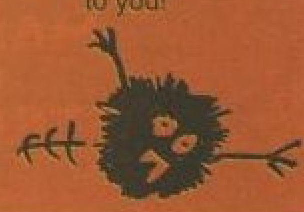
THRILLS ON TAPE

Where to find the action!

SIDE A
CITY SLICKER
THE COLDITZ STORY

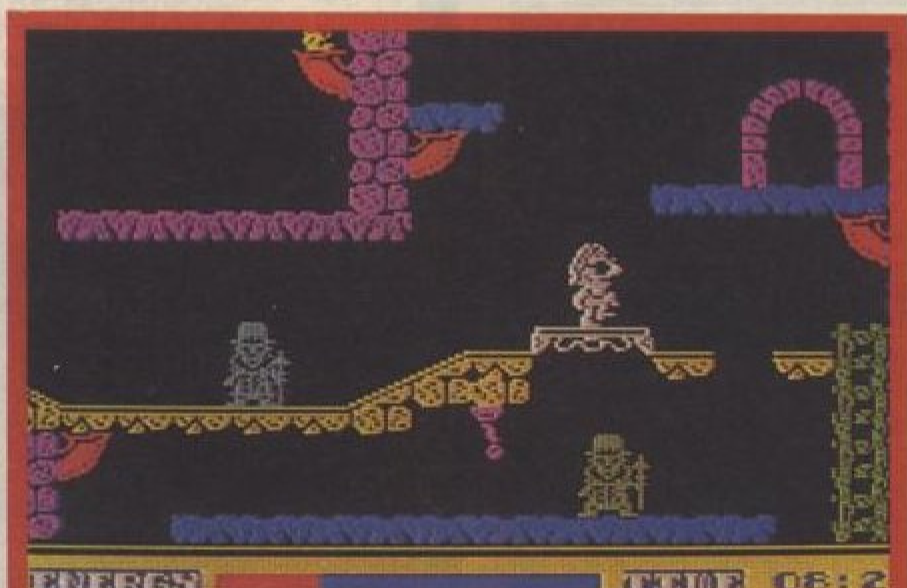
SIDE B
LIBERATOR
GUNHEAD
POKEMANIA

Check the inlay for loading instructions.
Should your tape be faulty send it, in its box, to:
NEWSFIELD, CRASH TAPE CLINIC (82), LUDLOW, SHROPSHIRE SY8 1JW
A healthy tape will be returned to you!



SPECIAL GUY FAWKES GAME FOR NOVEMBER 5th!

CITY SLICKER



● Bombing around London with Hewson's arcade adventure!

Continuing its 10th birthday celebrations, fab software house Hewson has lined up another great game for you — and here it is! In *City Slicker* you have to prevent Abru Cadabbra, an evil terrorist, from planting a bomb in the Houses of Parliament, emulating the action of Fawkes from years ago!

The game is played against the clock, you, playing **Slick**, begin at eight in the morning and have to defuse **Abru**'s bomb before it explodes at midnight! Your task is to locate parts of the **Bomb Disposal Unit** and take each bit — in turn — back to the the hide-out underneath the **Houses of Parliament**. Apart from the pieces of BDU, other useful objects litter the playing area — best collect anything you thing may come in handy!

London is packed with odd characters. There are marauding **Beefeaters**, bottle lobbing **Skin Heads** and more, and they're all there to hamper Slick in his mission! Each character has a different pattern in the game. They can open doors, throw objects, steal objects, follow Slick and generally hassle him every inch of the way.

Touching a character decreases your energy, which can lead to being unable to jump as high or as

far as before, and some characters even send you back to the start of the current screen! Falling from a great height also isn't recommended.

The energy level is kept up by scoffing food along the way. At the start of the game there are **three pep pills** at the bottom of the screen so if Slick's energy gets too low and there's no food in sight then one of these pills can be taken to keep him going a bit longer.

Abru makes appearances throughout the game and is always causing trouble for Slick. Thankfully, you'll know when he's approaching as an alarm sounds as he enters your current screen. But if Abru catches you then it's the graveyard for you — and the bomb automatically detonates. Get going, Slick guy!

SLICK CONTROLS

Get the hang of city life playing *City Slicker* on keys, which are: Q,E,T,U,O/Left, W,R,Y,I,P/Right, CAPS SHIFT,Z,X,C,V,B,N,M, SPACE/Jump H,J,K,L/Pick up, S,D,F,G/Drop, A/Pause, Sound (toggle on/off)/Enter, BREAK/Break.

Or plug a joystick into a Kempston or Sinclair interface!

look out!

- It scored 96%
- 'Truly amazing, truly wonderful'
- 'A definite must'
- Addictivity: 97%
- A CRASH Smash

THE SPECCY'S BEST PLATFORM GAME HEWSON'S TECHNICIAN TED CRASH CHRISTMAS PLUS NOVEMBER 15 1990

THE COLDITZ STORY

● Escapist arcade adventure from Atlantis!

World War II — the action! The danger! The heroism! The being shot down over Germany and imprisoned inside Castle Colditz! Oh dear. Trapped as prisoner of war in Coldtiz, your one thought is escape. Overpowering a guard, you grab his gun and set out on your quest for freedom!

The Colditz Story is a huge arcade adventure game, and begins with you in the top room of the Castle. You have three options — move, take or drop. To move, simply hit one of the directional keys — if you want to take or drop hit T or D. Some rooms have nothing in them, but often, upon entering a room, you'll find yourself at the beginning of a mini-game.

You may have to swing across a rope, blow up a German guard, sneak past a patrol, answer questions — each one requiring a different skill to complete. Complete a screen and you can move again — fail and the dawn shooting party awaits!!

As you move around the castle, your position is shown on the right of the screen. The top display shows available exits, and the whole castle map is shown below: the window of your current location lights up as you enter a room. Can you find the right escape route before being caught?!

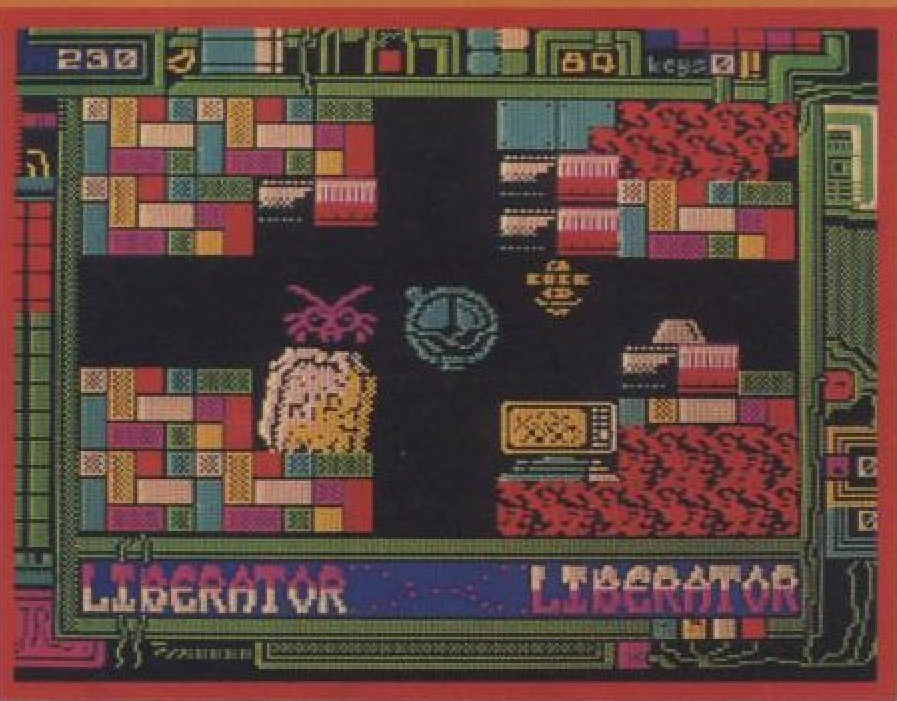
COLDITZ KEYS

The ultimate prize for any prisoner — the keys! And they are: Q/up, A/down, O/left, P/right, I/inventory, T/take, D/drop. Other keys are indicated throughout the game.



LIBERATOR

mango jones 2



Super shoot-'em-up from Psychaedelic Hedgehog Software

The planet Bane is being attacked by a race of demons known as the Great Red Gods. They are tearing the landscape apart and have to be stopped. Inside the Robofighter combat vehicle, Mango Jones — that's you — takes to the controls and prepares for his mission! Action stations!

Flying over **Bane** to begin with, take the **Robofighter** craft into the bowels of the planet to locate and destroy the **Great Red God**'s control centre. To achieve this nine access keys must be obtained, then the Robofighter has to detonate the destruct reactor.

Now, **Mango Jones** is not averse to collecting a bit of gold to further his own wealth and love of exotic fruits — so keep your eyes peeled for any handy treasures on each screen. Oh, and like most shoot-'em-ups, rejuvenation lives are collected by picking up sugar mice (??!!!! —Ed).

Your score is shown in the top-left box, across from that is your fuel and at the top-right are the pass keys. The status panel on the right shows the amount of treasure collected and the number of lives remaining.

CONTROLS

You can liberate the planet Bane using the control keys (sorry joystick junkies) which are redefinable.

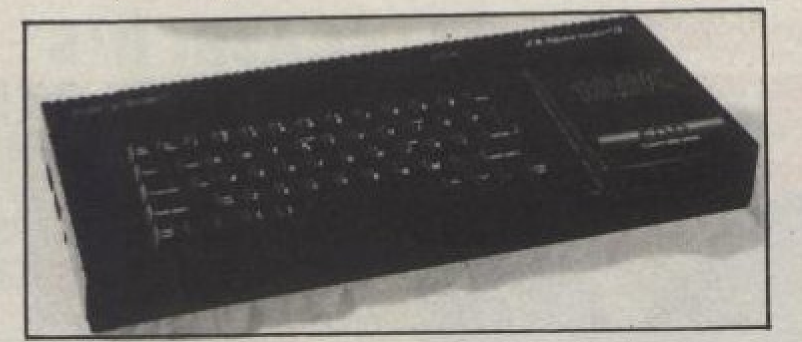
OF HEDGEHOGS...

Psychaedelic Hedgehog Software is a software house currently operating on a mail order basis. Details on its games are on the loading screen and you can contact PHS by writing to: **55 Stanley Street, Ramsbottom, Bury BLO 9JG.**

look out!

- Brilliant futuristic game!
- Four part arcade adventure!
- Huge graphics!
- 100 screens of blasting action!
- Mega monsters!

SHURIKEN
BY MATT WILKINSON AND TONY VICK
CRASH CHRISTMAS PLUS NOVEMBER 15 1990





GUNHEAD solaris 2

● More space blasting action from Theo Develegas!

Solaris, which was on the September Powertape, was a fab space blaster wasn't it? Yayyy! And here's the sequel — packed with even more rootin' tootin' shootin' action! It's called Gunhead and it's full of mindless violence!! (A nation cheers!)

Having failed geography at school it's no wonder you're hopeless at navigating, which probably explains why you've piloted your space fighter into the middle of a hostile alien system. And now you're stuck. There's only one escape route — blast your way through the swarms of alien fighters until you reach the end of the galaxy!

Each level works on a time basis — if you can survive until the timer has counted down to zero you face the end-of-level mothership. Set your lasers to kill and blast it! Destroy that and another level awaits!

CONTROLS

Shoot down alien slime balls using keys Q/up, A/down. O/left, P/right. N/fire.

THEO DEVELEGAS: THE FACTS

He's 23!
He lives in Athens, Greece!
He studies at the Polytechnic of Athens!
First had a Speccy five years ago!
He writes for a Greek computer magazine!
He's Graham `Pokemania' Mason's pen-pal!
He loves kebabs!!

POKEMANIA! TIPS ON TAPE!
Find out what Graham 'Turbo' Mason has in store for you this month by turning to DJ Nicko's Tips' pages!

look out!

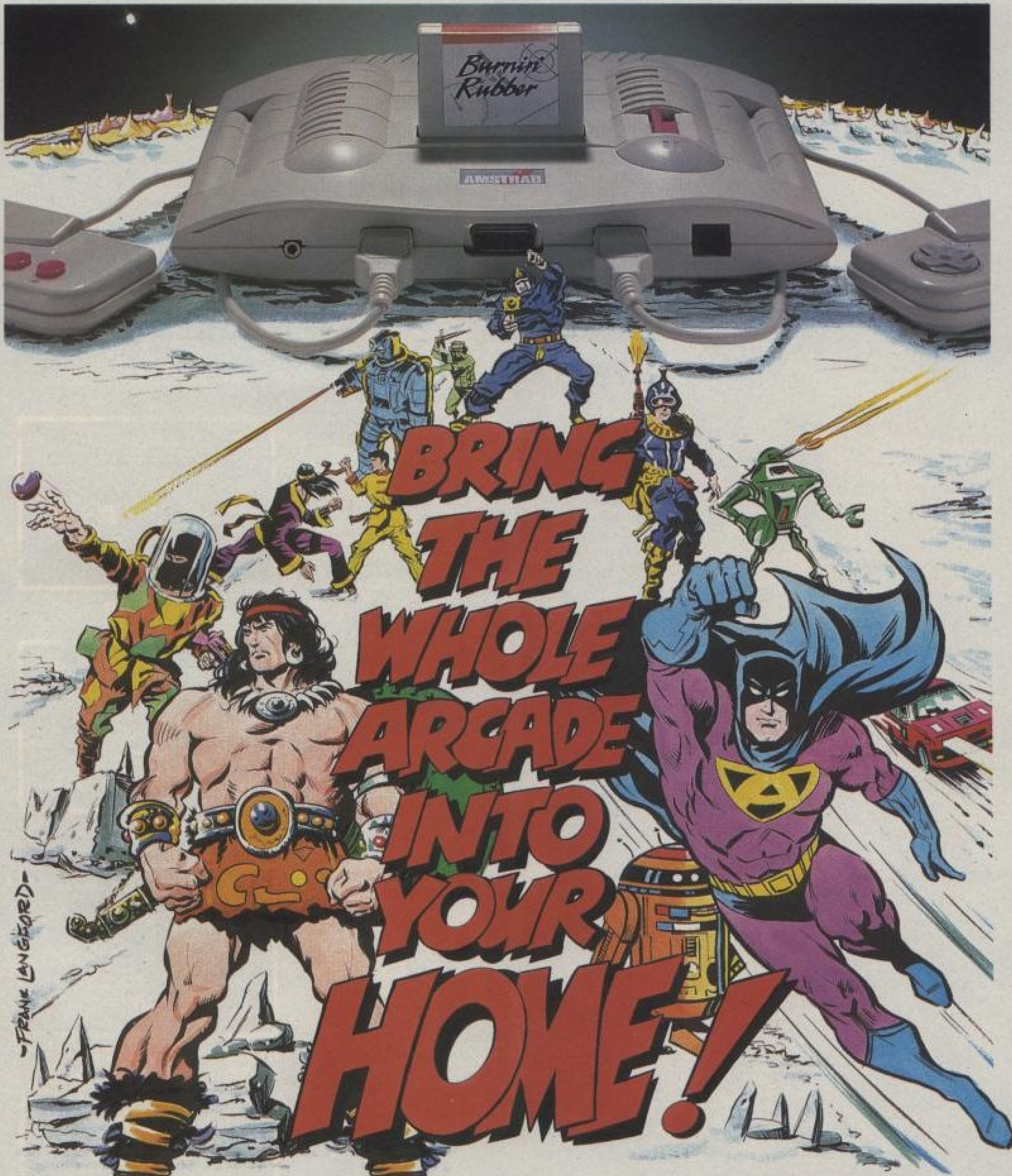
- A great Powertape star returns!
- It's a brilliant platform game!
- Wild 'n' wacky action!
- Perfectly playable!
- Amazingly addictive!
- Bigger and better than before!

EGGHEAD 2 BY JONATHAN CAULDWELL CRASH CHRISTMAS PLUS NOVEMBER 15 1990

GET YOURSELF ON THE COVER!!

If you think you've written a completely brill game and want to share it with the Speccy world, send it to us on cassette or disk with a letter explaining the game. If it passes the reviewers' test we'll put it on the Power Tape for thousands to enjoy! It could be your first step into the software publishing world!!!

Check out the coupon on page 23! It must accompany all entries!



Monsters, aliens and superheroes. Pick up a GX4000 console and you'll really have your hands full.

Imagine all the characters from your favourite computer games suddenly invading your T.V. It's like having your own private arcade. All you have to do is plug in and you're off.

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And you'll be playing top-rated games from Europe's best software houses, all on easy to use instant loading ROM cartridges.

The console comes complete with a mains adaptor and two paddle control units designed to put you in the driving seat. Which is where you'll need to be with the ROM cartridge that comes free: the high-speed car game "Burnin' Rubber." But perhaps the most exciting thing about the Amstrad GX4000 is the price, a very down to earth £99.00.

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IT'S A STICK UP

Whatever happened to the days of all joysticks being a small base with a stick in the middle and a fire button that never worked? Today they look more like something from the control panel of an F-16 and get bigger and sillier all the while. Nick Roberts and Mark Caswell delve into the CRASH joystick bin to discover whether the joystick really is a gamesplayer's best friend...

QUICKJOY III
Spectravideo £10.95

MARK: I'm not fond of **Quickshot** sticks. I owned a **Quickshot II** many moons ago and that busted within a couple of months. This looks a first glance just like it, but its trendy red body sets it out from the crowd. Again two buttons are present and each gives a solid click with each depression, though one problem is the uncomfortabe hand grip. With a fairly long shaft the **Quickjoy III** works best on a table top, but with my shovel-sized hands I found holding the stick quite easy. A relatively cheap stick that should be given serious consideration.

Response ☆☆☆
Feel ☆☆☆
Look ☆☆☆☆
Overall ☆☆☆ **and a half.**

PRO 9000
Euromax £14.95

NICK: This joystick has a classic design that has been copied so many times. The rectangular base with its two fire buttons on the end is comfortable to use both on a table and in the hand. The handle is quite short and has a ball at the top. The two fire buttons are not too good though as they're not microswitched and this lets the stick down. Not bad.

Response ☆☆☆
Feel ☆☆☆
Look ☆☆☆
Overall ☆☆☆



A good looker but the long travel of the stick lets the Jetfighter down

QUICKJOY JET FIGHTER
Spectravideo £14.95

MARK: Sadly the **Jet Fighter** costs too much for what it delivers. At first glance the stick is impressive with its moulded shaft and very solid looking base. But the major problem here is the length of travel: you have to move the stick so far to get a response that quick movements are near impossible! Diagonals are as elusive, though the fire buttons again answer with a responsive click when pressed. Steer well clear of this one: to quote *The Hitchiker's Guide To The Galaxy* — it looks like a fish, it moves like a fish, but steers like a cow!

Response ☆☆
Feel ☆☆
Look ☆☆☆
Overall ☆



The 9000 Deluxe has a classic design and performs well



It's a biggie! Looks a bit daft but the Command Module is responsive

QUICKJOY V — SUPERBOARD
Spectravideo £19.95

MARK: It looks like this stick contains everything but the kitchen sink!! With six fire buttons (four on the base, two on the shaft), top or base fire button selector and a digital timer (what for, I've no idea) it's a big mutha! On the table is the only practical way to use the **Superboard**. Travel is fairly short and thus responsive. A tough stick that should stand up to punishment pretty well, but twenty quid is serious dosh.

Response ☆☆☆
Feel ☆☆☆☆
Look ☆☆☆☆
Overall ☆☆☆

WICO COMMAND CONTROL
Suncom £24.99

NICK: The **Command Control** has a classic joystick design — a sturdy base with a long stick coming from the centre and fire buttons on both the base and the top of the stick. Unfortunately the size and shape of the base make it very uncomfortable to hold in your hand. A good feature is the inclusion of three interchangeable grips that slide onto the stick to suit all gamesplayers. There are some bad faults though. The grips do not come far enough down the stick, thus leaving a gap at the bottom. This can easily pinch a chunk out of your hand while you're playing, making the baddy who's torturing you on screen seem more realistic! The top fire button is also annoying as it needs a hard push to make it work.

Response ☆☆
Feel ☆☆☆
Look ☆☆☆
Overall ☆☆☆

SURESHOT COMMAND MODULE
Sonmax £17.95

MARK: If you want to know what big means, you should see the **Command Module**! With two large microswitched buttons you don't need to move your hand far to fire that laser, though I'm not overly fond of the gaudy sticker on the base. Stick travel is short making the **Command Module** very responsive, and so are the microswitched fire buttons. I'd advise you to wear sunglasses when using this joystick (due to the sticker), but it's a good all rounder.

Response ☆☆☆☆
Feel ☆☆☆
Look ☆☆☆
Overall ☆☆☆☆

▶



Trendy yellow and black mouldings and superb response make the Zipstick a winner!

TURBO PEDAL
Euromax £24.95

NICK: You've got to be joking! This is so rubbish I couldn't stand using it for more than one game! You put your foot down on the pedal and all you hear is a bang — the sound of the plastic pedal against the plastic base. Eventually you *do* get some response from it (after a few more bangs). I found that my feet and legs began to ache soon after starting to use the **Turbo Pedal**, making playing a long racing game an agonising experience. A few suckers on the base wouldn't have gone amiss as the thing keeps sliding away from your foot!

Response ☆
Feel ☆
Look ☆
Overall ☆

ZIPSTICK SUPER PRO
Sonmax £13.95 standard, £14.95 autofire

MARK: I'm afraid I'm a bit biased towards this stick, I've owned one of these for four years or so and it's still going strong! The sleek black shape and trendy yellow fire buttons and collar look good, and the stick itself feels 'worn in' even when first used. Button pushes and stick movement are rewarded by solid clicks, and both pixel perfect and wild waggling movements are easily achieved. Check the **Super Pro** out for yourself, I reckon this and the **Cruiser** are the two best sticks around.

Response ☆☆☆☆
Feel ☆☆☆☆☆
Looks ☆☆☆☆
Overall ☆☆☆☆☆



Nick kept banging away but still couldn't get any joy from the Turbo Pedal

THE ARCADE
Euromax £17.95 standard £19.95 turbo

NICK: With a triangular base, a fire button on the end and a short handle this joystick is very comfortable to use. **Euromax** claim it's been the best selling joystick for nine years. The turbo version of the stick comes with an autofire and a **Pro 9000** type handle to support a fire button. The fire buttons are not too hot though. Using a single leaf switch they need a bit of prodding to get them to work.

Response ☆☆☆
Feel ☆☆☆
Look ☆☆☆
Overall ☆☆☆

COMPETITION PRO
Dynamics £14.95

MARK: The **Competition Pro** is another distinctive stick with its red shaft and fire butons. The ball shaped handle is comfortable to hold, though table top use is hampered by the lack of suckered feet. The medium travel of the stick makes it responsive, but I find the use of leaf-switches in the fire buttons very silly. Overall a rugged, comfortable stick that should be considered.

Response ☆☆☆
Feel ☆☆☆
Look ☆☆☆☆
Overall ☆☆☆☆

Comfortable to hold, but without suckers the Competition Pro is not suited to the table tops



ULTIMATE RAPID FIRE
Euromax £22.95

NICK: This is one BIG joystick! The **Ultimate Rapid Fire** is probably the closest you're going to get to an arcade stick with its large base and two fire buttons either side the short ball handle. A dial-a-speed rapid fire button sits on the top of the base and can be turned to vary the speed of fire or to turn it off. With this stick being the size it is you can easily rest it on your lap to play a game but there are also suction cups on the base to secure it to a table top. This is definitely the best of the big sticks and a personal favourite.

Response ☆☆☆☆
Feel ☆☆☆☆
Look ☆☆☆
Overall ☆☆☆☆

CRUISER
Powerplay £12.99

MARK: Now here's my y idea of a perfect stick: the comfortable rounded handle along with the sensibly placeied microswitched fire button malake this a definite winner. It comeles in several colours: blue, black, clear and an eye warping multicoloured beast. All havele the innovative 'pull and twist' collallar ring that adjusts the stick tension. Like the **Super Pro** the **Cruiser**'s ruggedness is legendary — we **CRASH** louluts have been abusing **Cruiser** sticks for years without complaint. Unreservedly recommended.

Response ☆☆☆☆☆
Feel ☆☆☆☆
Looks ☆☆☆☆
Overall ☆☆☆☆☆

▶



UNDERNEATH THIS COMPUTER IS AN ARCADE FIGHTING TO GET OUT.

Underneath the respectable exterior of the new Amstrad Plus range of computers, lurks a monster.

And a few robots. And stacks of superheroes.

In fact, a whole arcade full of games just waiting to be played.*

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THE NEW AMSTRAD 6128 PLUS – FROM £329.

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*The PLUS range comes with the game 'Burnin Rubber' free on cartridge. Software subject to licence. Product subject to availability. RRP may change without notice. Amstrad, Amstrad 464 Plus and Amstrad 6128 Plus are trade marks of Amstrad plc. Available from selected branches of Adams World, Allders, Clydesdale, Comet, Currys, Dixons and other leading stores.

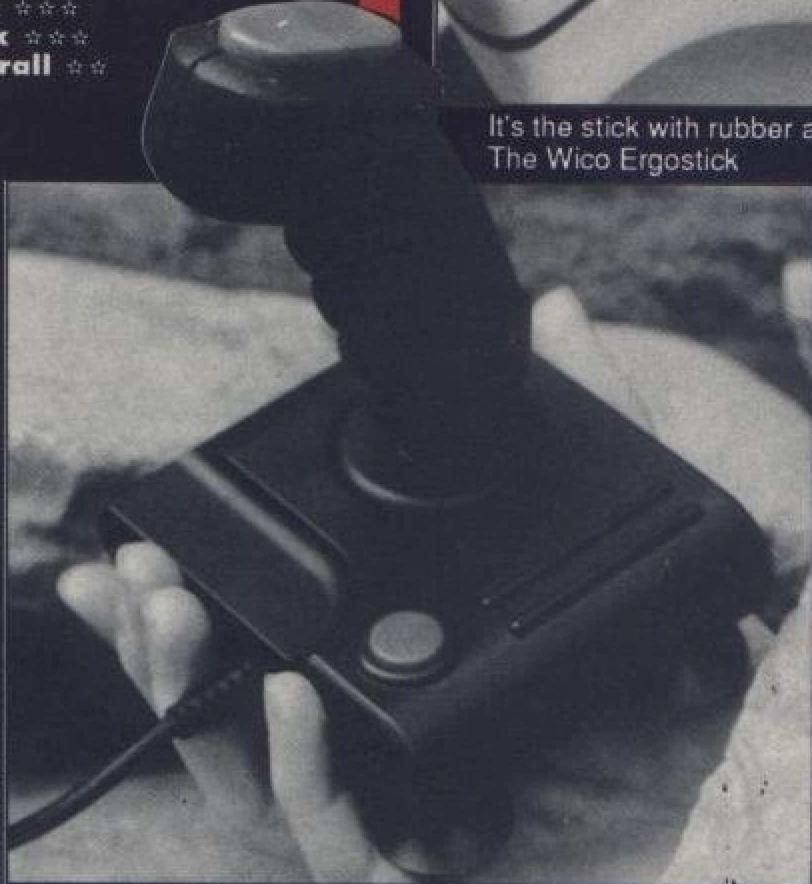
QUICKJOY JUNIOR
Spectravideo £5.95

MARK: This is a cheap stick, and unfortunately it shows. The fire buttons are placed sensibly enough on the base and under the index finger, but sadly a lot of bashing is needed to gain response. The stick is small so young hands will find it easy to hold, and table top players are well catered for with four strong suckers. With such a short 'stick', response is fairly good, I found diagonals easy to obtain and the **Junior** is almost silent when the stick is moved (no metal grinding on metal sounds here, matey)! At six quid the **Quickjoy Junior** is okay as a first buy, but I'd personally save my pennies.

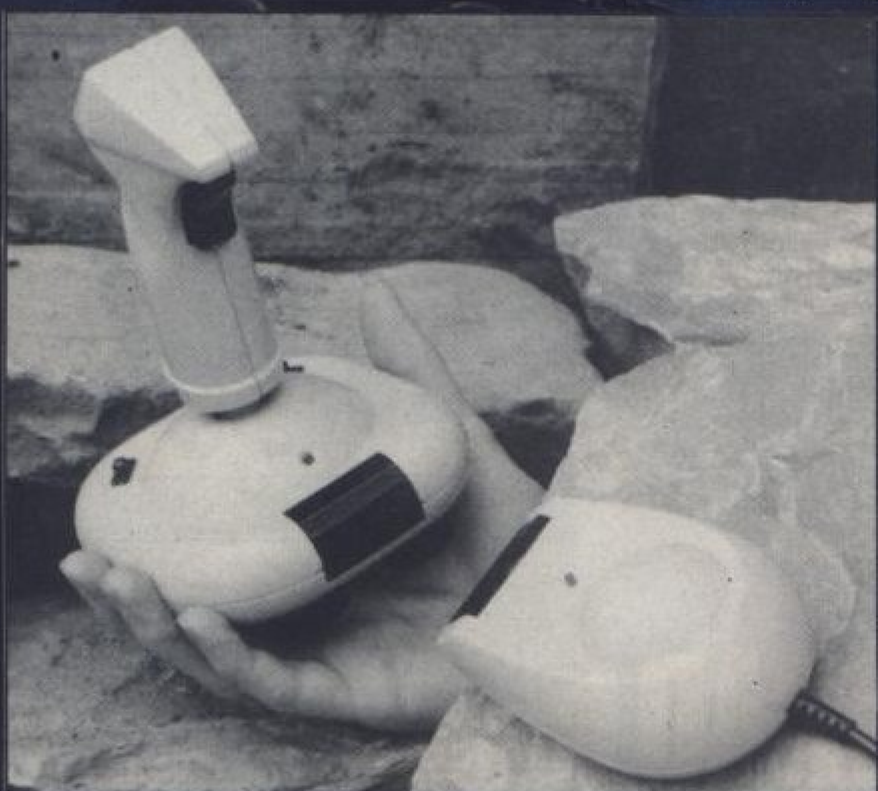
Response ☆☆
Feel ☆☆☆
Look ☆☆☆
Overall ☆☆



It's the stick with rubber appeal! You can get a firm grip on the The Wico Ergostick



Slightly unresponsive, but it's cheap — the Quickjoy Junior



Useful only to posers — the Challenger Remote Control is not the best stick for performance

SINCLAIR STICK
Amstrad Free with Speccy

NICK: This is one of the easiest joysticks to break! I've lost count of how many I've destroyed over the years! It responds quite well, although you feel as if you're hitting against plastic all the time instead of a nice micro switch. The main problem is the shape of the base. The rectangular box design has rounded-off corners but can still be very painful if you lean on them. Supplied with all +2, +2A and +3 computers there can't be many people who haven't seen one of these sticks. Not the best in the galaxy, but how can you complain when it's free?

Response ☆☆
Feel ☆☆
Look ☆☆☆
Overall ☆☆

CHALLENGER REMOTE CONTROL
Euromax £29.95

MARK: Let's face it, remote control sticks are a very expensive gimmicks that serve little purpose. Although this one works pretty well there seems to be a slight delay between you pressing the button and on-screen response. The stick is a rather natty grey colour with two firebuttons both on the shaft, though the handle isn't moulded and I found that prolonged use cramped my hand. There are plenty of cheaper 'normal' sticks on the market, and in my opinion the **Challenger** will only be bought by people interested in gimmicks.

Response ☆☆
Feel ☆☆
Look ☆☆☆
Overall ☆☆

SPEEDKING
Konix £9.99 Standard £10.99 Autofire

NICK: The **Speedking** is one of the better joysticks when it comes to the left/right waggle. You can get very high speeds on sports games using it. The only problem is that it creates a great strain on the hands and arms. You can't use it vigorously for long, you have to take a break. For normal use the hand moulded stick sits comfortably in your left palm and the position of the fire button on the right is perfect. To my knowledge the **Speedking** is only available in a version for right handed players, cutting out a large segment of the joystick market. Overall a good stick but playing *Daley's Olympic Challenge* can be hell!

Response ☆☆☆☆☆
Feel ☆☆☆☆
Look ☆☆☆☆
Overall ☆☆☆☆

WICO ERGOSTICK
Suncom £18.99

NICK: This is a real winner with me. It's similar in size, shape and design to the **Konix Speedking** but has one important difference: instead of being made from hard plastic, the **Ergostick** has a rubber covering which makes it much eaUier on your hands. The rubber also stops the stick slipping and sliding about. The only problem is a knobbly bit on the end, it really begins to hurt after a long playing session! An excellent joystick I would recommend to all byte bandits out there!

Response ☆☆☆☆
Feel ☆☆☆☆☆
Look ☆☆☆☆
Overall ☆☆☆☆

NAVIGATOR
Konix £14.99

MARK: Beam me up Scotty! The **Navigator** is somewhat akin to a *Star Trek* phaser. Due to the handle, table top use is impossible (or at least very improbable), and prolonged use can lead to hand cramping. The stick is physically very short (no more than an inch or so high) so people with big hands will find holding the handle very difficult. Response is fairly good due to the short travel, but I must say this is one of my least favourite sticks.

Response ☆☆☆
Feel ☆☆
Look ☆☆☆
Overall ☆☆☆

Right, there you have it: the professionals' view of the joystick world. Choose your stick carefully — it can make or break your Speccy gaming fun!

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THE PAGE WITH ALL THINGS COUPÉ!

DON'T MISS IT!
THREE SAM COUPÉ GAME PACKS REVIEWED THIS ISSUE!
- MIND GAMES
- MULTI PACK
- FIVE ON TREASURE ISLAND

TURN TO THE REVIEW SECTION ON PAGE 43!!

SAM CO GET COUPÉ RIGHTS

Alan Miles and **Bruce Gordon**, ex-directors of **MGT plc**, who now run **Sam Computers Ltd** have bought the rights to produce the Coupé themselves. There are plenty of Coupés already in stock and SAM Co aim to distribute 10,000 through the Christmas period. With SAM Coupé software getting more support by the day, the computer that appeared to be condemned to an early grave is now well back on the road to recovery. Additionally, SAM Co has decided that SAM Coupés will now be sold with a disk drive as part of the package — finally an end to those tape player blues!

SAM Co has moved into MGT plc's old offices at Swansea and the whole operation should be up and running now. You can contact SAM Co by writing to: **SAM Co, Phoenix Way, Lakeside, Swansea SA7 9EH.**

COUPE PRICES GET THE CHOP

SAM Co has released the new prices for the Coupé packs, and jolly competitive they are too! The now-standard SAM Coupé with one disk drive retails for **£199.95** — which is a reduction of $50! As the Coupé can take two internal drives a SAM drive can still be bought separately — £10 has been knocked off the original price, bringing it down to **£79.95**! Should you want to buy the complete set, a Coupé with two on-board drives, the total price is now **£275**, a reduction in price of £45. Bargains a plenty, or what?!

TENGEN TITLES, AHOY!

Domark's collection of **Tengen** coin-op titles are currently up for convertion to the Coupé, which is good news for all you arcade addicts out there! **Enigma Variations**, publishers of most Coupé software are handling the production and distribution for the three titles, which are: *Escape from the Planet of the Robot Monsters* (the crazy isometric exploration/shoot-'em'-up game, Speccy review CRASH 78), *Klax* (the fiendish puzzle game, Speccy review CRASH 77) and *Xybots* (two-player 3D chase and blast game, Speccy review CRASH 65). Also up for conversion to the Coupé is Domark's biggest selling title *Trivial Pursuit*. The Speccy version was a massive hit a few years back and is likely to be a bit of a smash on the Coupé too as it's the Coupé's big Christmas release; out December.

SAM'S PIPING HOT!

Pipe Mania, the most addictive puzzle game ever, originally published by **Empire** is soon for release on the Coupé. The conversion, like **Domark**'s titles, is being handled by **Enigma Variations** (what a busy lot!) who are currently implementing the graphics which should makes the Coupé version look almost identical to the **Atari ST** version.

MORE BRAIN BLENDERS!

This page is rapidly turning into the **Enigma Variations** page! Not only is EV converting smash hits to the Coupé, but it's also continuing to publish. *Mind Games 2* is set to be the big Christmas compilation for the Coupé and contains another four games to stretch your grey matter! The pack consists of more traditional games, which are: *Poker*, *3D Noughts and Crosses*, a sliding puzzle game and a version of the tough board game *Othello*. Look out for the review next issue!

FAIR PRICE FOR SOFTWARE

Prices for SAM Coupé software look set to stay at the price initiated by **Enigma Variations** when it released *Defenders of the Earth*, that's **£11.99** on cassette and **£14.99** on disk. 'It would be easy to charge a lot more for SAM Software,' commented an Enigma spokesman, 'but we feel that people who bought the Coupé were looking for 16-bit computing power and graphics without the high cost of software at £25 a shot — we have to offer them power and performance at a fair price.' Bravo! The only known exception to the £11.99/£14.99 price rule is *Trivial Pursuit* which has always sold at £15 on cassette and £20 on disk. You can contact Enigma Variations at: **13 North Park Road, Harrogate HG1 GPD.**

SAM PD

A public domain library catering specially for Sam Coupé software has been set up by **David Cowell** of **CMS PD**. As the library has just got going, CMS's shelves are not exactly bulging with Coupé software as yet but CMS PD is willing to take a look at any games, demos or utilities Coupé owners send in. At the moment three pieces of software are available, and they are: *Soccer Challenge* — a soccer management game featuring full colour mode four graphics, sound fx and music; *Satellite '90* is a space target shoot-'em-up, similar to *Operation Wolf*, again with mode four graphics, music and sound fx. The third piece of software is *Sprite Editor* which features easy editing facilities. Two demo disks are also available. The PD disks cost £1.50 each and you can get full details and a catalogue, if you enclose a stamped addressed envelope, by writing to: **CMS SAM Coupé PD, 70 Donald Drive, Chadwell Heath, Romford, Essex RM6 5DU.**

■ Q: What exactly is a public domain library?
A: Right ho, first of all you need to understand what public domain software is. It's software, which can be a game, a utility or simply a graphics and sonix demo, which the author has given up their copyright on. This means that anyone is free to copy and distribute it, without profiting from it. A PD library basically keeps a stock of software from which you can choose what you want. Cost is very low — you simply pay the price of a disk, post and packaging and a small handling charge. In CMS's case it's just £1.50. Often it's the best way of getting software and if you're a programmer it'll get you noticed. Check it out!

QUICKSHOT TIP

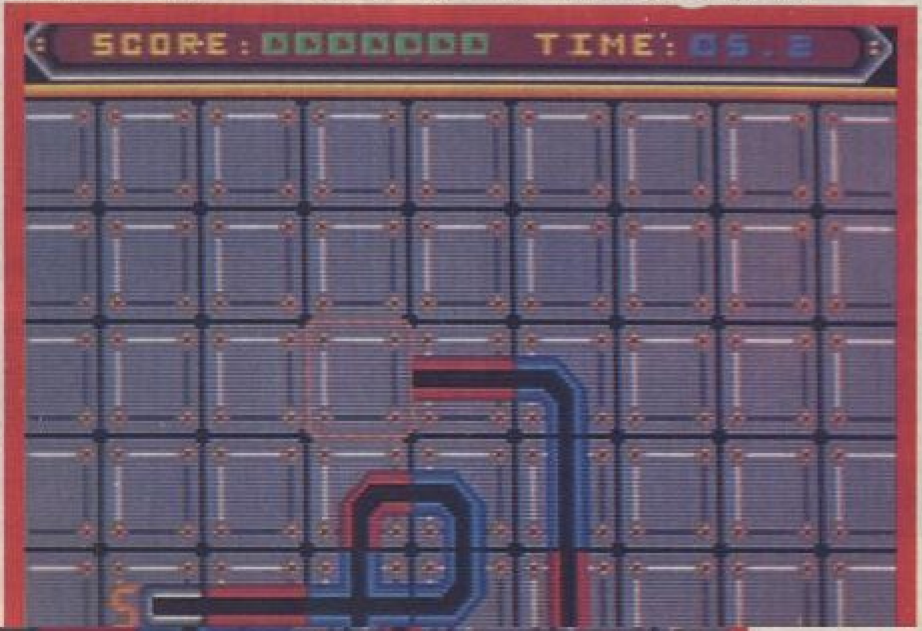
EB Evans from Mansfield, Notts dropped the SAM desk a line to pass on this tip: If you're having problems with software when using a **Quickshot II** joystick on the SAM Coupé try disconnecting the red wire in the joystick. The red wire is the autofire connection but Mr Evans found it was simply causing chaos and games continually crashed. So you'll be without autofire, but the crashing problem should be cured. The outputs on the 'stick are 0 for fire and 6789 for directional control.

WHO DREW THAT?

The screen shot published here last month of a spiffy sports car was created by **DA Tattersall** from Barnsley. The caption fell off somewhere, but he deserves a big hurrah for his efforts! HURRAH!

SAM's alive and well, so keep your letters coming! Send them to Newsfield, LM's SAM Forum, CRASH, Ludlow, Shropshire SY8 1JW.

★ It's Pipe Mania! This is a screen from the Atari ST version - Enigma Variations reckon the Coupé version will look identical. Probably.



LIVE CIRCUIT

Brrr! November. Any day now bashing out words on the Hermes typewriter will become very difficult as the keys begin to seize up due to freezing temperatures. I'll be hunting down that can of WD-40 before the month's out! It's the e key that usually goes first: bit of a pain as it's th most usd lttr in the nglish alphabt. And it's typical, isn't it, you nvr notic that it's missing until you rach the nd of a hug documnt and thn you've got to go and retyp it all ovr again! Anyway, on with th forum and a big thanks for your lttrs onc again — a ral bulging mail sack! Lttr of th Month gos to Richard Cordn who has a good solution to a rathr boring problm. The addrss to snd your mail is: NWSFILD, LLOYD MANGRAM'S FORUM, CRASH, LUDLOW, SHROPSHIR SY8 1JW. **And don't forgt thr's a £40 softwar vouchr for the bst lttr vry month!!**

look out!

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- Double trouble with Loony Jetman!
- Where is the Eye of Oktup?!

TWO-PAGE JETMAN EXTRAVAGANZA CRASH CHRISTMAS PLUS NOVEMBER 15 1990



BRILLIANT IDEA

Dear Lloyd
I've got a brilliant idea. I own a Spectrum +2A and waiting for games like *Batman* to load takes years. My idea will make this time fly! Software houses could do a bit of advertising instead of showing a loading picture. Providing a service like **Ceefax**: they advertise different games giving a review of each, and if I wanted to read about a different game I could just press the space bar to turn over a 'page'. This would help the company sell more games and keep me happy while the game loads. When the game has loaded I could come out of the service and play the game. Is this brilliant, or is this brilliant?! Why don't companies do this?
Richard Corden, Leek ST13 6EP.

**What a great idea! The reason games don't already have this service is because you've only just thought of it! Here, have a $40 software voucher and a gold star for being so clever!!
LM**

FAIR OR FOUL?

Dear Lloyd
My son is always on the look out for combat, martial arts and boxing games for his computer. Recently he spotted a new release from **CodeMasters** called *Pro Boxing Simulator*. The screenshots on the back of the game looked impressive and so my son eagerly spent £2.99 of his hard earned pocket money and

excitedly took the game home.

Imagine his disappointment on loading up to find that it was only *By Fair Means Or Foul* originally from **Superior Software** under a different guise, which he has had for over a year and was released around January of 1989. The only change in the game appears to be the main title screen where just the name has been changed.

I felt strongly that this game was being promoted unfairly. The packaging falsely described the product as a new release.

I am writing to you with the hope that you might publish this letter and warn your readers.
Roy Acland, Maidstone ME20 6TY.

Yes, it is quite unfair to promote a product as a new release when the actual game had been published before. This case calls for a bit of Mangram investigation and so I've been on the blower to Richard Darling **at** CodeMasters **who had this to say,** '*Pro Boxing Simulator* **was a new release from CodeMasters, but it was really unfortunate and a mistake not to indicate that the game had been originally published with a different name. The cassette inlay has since been reprinted and now includes the information on the cover.'** CodeMasters **is also offering to recompense anyone who bought the original** *By Fair Means Or Foul* **game and has since also bought** *Pro Boxing Simulator* **believing it to be a different product.**
LM



Hur! Hur! Creche! Geddit?! Eamonn Creen from Belfast certainly does! A £10 software voucher, that is.

POETIC PRAISE

Dear Lloyd
Here's a poem.
I love the games that we get free,
And the comps really score tops with me.
The time has come for me to speak,
And praise the mag I get every four weeks
CRASH is rad! CRASH is cool
In my eyes CRASH really does RULE!!!

Well what do you think? good eh!!!
Mia Beresford, Morayshire IV36 0YN

Very nice.
LM

Titter! Lee Storey from Ipswich sent in this chortlesome item showing DJ Nicko getting it all wrong again! £10 worth of software is on it's way!





Haw! Haw! Here's a cartoon from Brian Eyre from Limerick that, once again, extracts the Michael from DJ Nicko! £10 worth of software is on it's way! Have you drawn a wicked cartoon that prompts giggles, snickers and snortles from all who see it? You have?! Bravo! Send it to: Newsfield, Bug Box, CRASH, Ludlow, Shropshire SY8 1JW and you could win a £10 software voucher!

COVER STORY

Dear Lloyd
I've been buying **CRASH** for ages now and never once have my parents commented on **CRASH**. However, when I bought my last issue my mother said, 'Nick, the illustrations on these magazines are always very good.' I suppose I'd never really noticed how excellent they were. I then went and looked through all my back issues and noticed how good they all were. So, could you answer a few questions for me: Who draws these pictures? Does he draw them on a computer? Was he once a professional artist? Does he do the **CRASH** posters as well? Has he been at **CRASH** from issue one? Please help me Lloyd!
Nicholas Watters, Manchester M28 4TN.

Right then Nick, answers ahoy! CRASH **covers are designed and illustrated by none other than** Oliver Frey **who also edits the magazine. The illustrations are first sketched out in pencil, the major colours are airbrushed in and finally the details are hand painted using inks. Oli** *still is* **a professional artist, and has illustrated for many magazines in his career and currently illustrates for our sister magazines** ZZAP! **and** FEAR. **He has also drawn** Dan Dare **and drew the** Superman **comic that features at the beginning of the original film. Oli not only painted the very first** CRASH **cover but actually created** CRASH **in 1984. For that ultimate Oli experience you can't do better than the giant A1 Oli posters now available through the mail order pages (plug!).**
LM

RADIO SPECCY FM!

Dear Lloyd
The other day I was bopping away on my computer when I had this sudden urge to turn on my radio. So I turned it on and to my amazement the sound from my computer was coming from my radio (100 - 101 FM). I don't know if it's already been discovered but if it hasn't I think this discovery is well worth £40

LIVE CIRCUIT

worth of software, don't you?
Neil Stafford, Southwick SR5 2ES.

No it isn't worth £40 of software. It's actually interference.
LM

WHY LONDON?

Dear Lloyd
Could you please tell me why everybody who organises a computer fair always stages it in London. Why can't it be in different places around Britain every year like the **National Garden Festival**? If something doesn't change soon I shall abandon the idea altogether.
N Salt, Bishop Auckland DL74 0DS.

For the answer to that, please give a big CRASH **welcome to the organiser of the** All Formats Computer Fair, Bruce Everiss!! **'The thing is, 60-70% of people in Britain live within a suitable commuting distance from London. People have tried to organise regional fairs, but have always been unsuccessful. This is because it's more difficult for most people to get to a regional venue than travel to London.' There you have it. It's a case of not being able to please all of the people all of the time, but pleasing most of the people all the time. Erm.. or something like that.**
LM



Hee! Hee! Poor DJ Nicko comes in for some more stick in this Nickbreed cartoon from Keith Darlington from Ogwell who wins £10 worth of software!

BASIC LIST

Dear Lloyd
Are there any programs on the market which can simply provide a BASIC listing of a game?
A Johnson, Goole DN14 6TL.

No, not really, as most games are written in machine code and not BASIC.
LM

FAVE RAVES!

Keep sending in your Fave Raves — simply list your five favourite games and tell us why you think each one is so skill! This month's hit parade comes from **Glynn Jones** from Stockton!

1. CHASE HQ
The most playable driving game on the Spectrum.
2. PACMANIA
Simple idea but very addictive.
3. TARGET RENEGADE
Brilliant graphics and so addictive.
4. CHUCKIE EGG
Graphics are not stunning but is addictive.
5 TECHNICIAN TED
It will drive you mad but good fun.

HELP!!

If you need help! or can offer someone help! this is just the place for you. Send in your problems or answers to the usual address. First bit of help! comes in the form of this handy tip from Steven Warner **from Wolverhampton. Tell all, Steven!**
'I have found an easy way to get my +2A and +3 to load many old games which wouldn't load before. Enter 48K mode and type OUT 32765, 48: LOAD "" (press enter). Start the offending tape, and the game should now load. These games now load with the command, whereas they didn't before: *Monty on the Run, Bounty Bob Strikes Back, Lunar Jetman and Marsport.*'
Good stuff.

Next up is Scott Murphy **from Stirling who offers help! to** Robert Davies **from Cardigan (issue 80 September 1990) who asked if anyone knew any mouse driven software. Well Scott, what's your answer?** 'Carrier Command (128K only) will work with a mouse!' **Super! Scott also says** 'Cheeseplant!!'. **Hummm. Spiderplant!**

OOOO! JUST WHAT WE ALWAYS WANTED!

● The superb solid-3D graphics system **Freescape**, developed by **Incentive Software**, is a fab gadgi, isn't it?! Without it there wouldn't have been such smash hit games as *Driller, Dark Side, Total Eclipse* or *Castle Master*. Next year **Domark** are publishing Incentive's *3D Construction Kit* which allows you to create your own Freescape games! T'riff, eh?! Domark claim that using the kit is like building with an unlimited amount of **Lego** bricks! You can stretch them, squash them and build whatever you like! Then enter your creations and interact with the surroundings and marvel at the animated objects you've created! The system sounds very promising, and we'll be giving it the full run through in a few months PLUS keep your peepers peeled for a special **CRASH** Freescape game, created with the system, appearing on the **Powertape**!

AMSTRAD KILLS PLUS 3

● The Spectrum +3 is dead. The top of the range computer is no longer to be manufactured by **Amstrad**. The company made the shock decision last month, leaving only the Plus 2 in production.

Launched three years ago the Plus 3 was aimed towards more serious computer users. A variety of business packages were written for it in a hope that it would be seen as a business rather than pleasure machine. Of course the people who bought it were not all interested in the latest data base or spreadsheet available, they wanted to play games, and software companies started to produce disk as well as tape versions of all their producs. So what went wrong? With 15% of all Spectrum owners owning a Plus 3 and disks being produced all the time why scrap such a success story?

The main reason seems to be the new disk-based **Amstrad CPC 6128 Plus** machine. Amstrad does not want potential buyers to have to make the decision between its new computer and the much cheaper Plus 3: the best way to ensure the new machine takes off is, of course, to get rid of the competition.

This doesn't mean the end though, far from it. The Plus 2 is still a sizzling success and coupled with the Sam Coupé will take Spectrum computing into the future.

HI-FIRE!

Gotta high score? We want to know about it! This is Hi-fire where you can announce your high score to the Speccy universe! We'll be pulling a name from the Hi-fire hat each month and awarding the lucky scorer £40 worth of software!! So, play mean and get yourself a high score and send it, with a photo of yourself if possible, to: NEWSFIELD: HI-FIRE, CRASH, LUDLOW, SHROPSHIRE SY8 1JW!!

OPERATION THUNDERBOLT
81903290 Craig McNeil, Stranraer DG9 8TN
6996295 Richard Haslam, Lincoln LN6 8DP
INDIANA JONES AND THE LAST CRUSADE
15150 Mathew Cross, Scunthorpe DN16 3NP
GHOSTS AND GOBLINS
78900 GR Williams, Worthington CA14 2QD
TWIN TURBO V8
4632416 Paul L'Allier, Crowthorne RG11 6DX
1943
486580 Gavin Sutton, Chelmsford CM1 4DZ
GHOSTBUSTERS
43500 GR Williams, Worthington CA14 2QD
ROBOCOP
484830 Chris Green, Cledthorpes DN35 7SA
396680 Russell Johnston, Glasgow G14 0BA
268350 Andrew Dungey, Penryn TR10 8QJ
97600 Lee Watson, Clitheroe BB7 1LG
93840 Toby Rulland, Stroud GL5 4QB
92350 Richard Lester, Porthmadog LL49 9UA
84470 Matthew Davies, Redditch B98 0JU
RAINBOW ISLANDS
55109050 Phillip Lock, Leamington Spa CV32 5QN
2608600 Robert Evans, Abbots Langley WD5 0BL
2358830 Alex Noone, Stockport SK7 3JW
1333610 Gary Green, Bedford MK41 7QJ
JOE BLADE III
789278 Craig McNeil, Stranraer DG9 8TN
PAPERBOY
95461715 Michael Hulland, Stapleford NG9 7AP
108670 Andrew Thomas, Weymouth DT4 9RB
72600 Robert Evans, Abbots Langley WD5 0BL
44600 Matthew Davies, Redditch B98 0JU
44340 Mark Williams, Cambridge CB4 5QN
SOLARIS
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1118000 Richard Keel, Staines TW18 3DF
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696554 Richard Lester, Portmadog LL49 9UA
617382 Richard Amey, Warwick CV35 8SQ
566832 Toby Rulland, Stroud GL5 4QB
504562 James Anness, Eastry CT13 0LB
CONTINENTAL CIRCUS
4005890 Peter Ireland, Norwich NR9 4BS
OUTRUN
31446180 Andrew Tyers, Leicester LE6 4QR
261060 Gary Green, Bedford MK41 7QJ
NEW ZEALAND STORY
21388335 Andrew Dungey, Penryn TR10 8QJ



Who's this month's lucky Hi-fire winner? Blimey! It's Gary Green from Bedford! Hurrah!

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LIVE CIRCUIT

NOT DEAD YET

● Despite declaring the firm is to cease publishing Speccy games, **Activision** has announced two coin-op conversions planned for early next year. *Beast Busters* is an obvious *Operation Wolf* clone with its bolt on guns and blasting action. Three heroes, **Johnny**, **Sammy** and **Paul** (could it be **Big Fun** in disguise?!) pit their battle skills against an army of zombies. Through the ruined city streets our heroes trudge blasting all that moves, and if you're too slow on that trigger you'll end up in the same state as the villains!

R-Type II is the second release and it's another mega space blaster. Like the original, your craft is initially armed with a laser gun, but bolt on extra weapons can be collected. *R-Type* gained a **CRASH Smash** two years ago — will its sequel do as well? Stay tuned!



Jonny, Sammy and Paul, looking a lot like Big Fun, rough it up with a load zombies in Beast Busters



HEY JUDE!

● A big warm, soft, cuddly welcome to the latest member of the **CRASH** team — it's a GIRL (y'know, them things what are different from blokes)! 'Big' **Judith Bamford** joined the team in September and is **Group Advertisement Manager**, which means she rings up software houses and hollers 'Give us your money!!!'. What does this mean to you lot though? Well, if you have a problem with an advertiser drop Big Jude a line and she'll try to sort it out! Remember though folks, she's a busy lady so before you approach her there's a few things you should know:

- Jude lives in 'sunny' Birmingham. She wanted to move to Ludlow but isn't allowed because she worries sheep!!
- Jude's very talkative. In fact, her mouth doubles as a steam turbine!
- Jude's favourite Speccy game is *Chase HQ* which she reckons is a real simulation of her driving!!
- Jude used to be a dancer six years ago and invented the disco craze for wearing white high-heels and dancing around a collection of handbags!!
- Jude's favourite food is **Tangy** bars!
- Jude has a friend who's not very good at keeping secrets!!

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CRASH NOVEMBER

EUROPEAN ORDERS MASTER CARD EUROCARD ACCEPTED

LIVE CIRCUIT

MORE GAMES THAN ANYWHERE ELSE!

● Diaries at the ready, folks! Your next couple of monthly trips to **The All Format Computer Fair** (New Hall of the Royal Horticultural Society, Greycoat and Elverton St, Westminster, London) are scheduled for **Sunday, November 4** and **Saturday, December 15**. Organiser **Bruce Everiss** promises the show will have more games on sale at knock down prices than anywhere else, and that you should be able to buy all those classic games from years ago. A **SAM** village is also on the cards with lots of new products and news for **Coupé** owners. Bruce reckons there will be over 120 stands at the show which opens at 10am on both days and costs £3 for admission.

COMPO WINNERS

Thousands of you obviously don't have enough homework! If you've got nothing better to do than enter the CRASH compos then it's no wonder the education system is heading the way of the dumper! You should all be chained to your desks!! Anyway, who are the lucky blighters who win a prize this month? Read on...

In Issue 80 it was **Ocean**'s *Shadow Warriors* compo that attracted the most entries. And so it should as there were some smashing prizes on offer. The first prize was a video recorder, a set of martial arts movies, and a copy of *Shadow Warriors* and the winner is: **Ann Grant, Minehead TA24 8HQ**! Hurrah! The 20 runners-up who each receive a copy of the game are: **R Stevens, Saundersfoot SA69 9JP; James Bayley, Wrexham Clwyd; Geraint Llewellyn, Porth Mid Glam; Billy Boardman, Heapey PR6 8EN; Amit Goel, Hounslow TW3 2JQ; Andrew Wright, Glasgow G45 9PF; Sam Watson, Penyffordd Clwyd; Crash Reader, Hove BN3 7FS; Richard Tomes, Solihull B95 6HA; Samuel Pitcher, Grimsby DN34 5RB; George Jackson, Roxburghshire TD9 8EE; Stewart Saunders, West Lothian EH54 7BB; Andrew Perry, Swafeham PE37 8DG; Ben Bussey, Dunswell HU6 0AD; Graham Evans, Denbigh LL16 3DX; Michael Jones, Birmingham B32 1NA; Simon Perring, Huntingdon PE17 3QJ; Simon Coles, London SE5 8DR; Cameron Shek, Scotland PA15 4PL; Matthew Herring, Swindon SN3 1QB.**

That's it for this month! Winners of the Road Racing Action Compo (80) will be announced in next month's batch of lucky people!

EDITORIAL OFFICE *Newsfield Ludlow Shropshire SY8 1JW* 0584 875851 fax 0584 876044 **Editor** Oliver Frey **Features Editor** Richard Eddy **Staff Writers** Mark Caswell, Nick Roberts, Lloyd Mangram **Art Editor** Mark Kendrick **Photography** Michael Parkinson **Production and Circulation Director** Jonathan Rignall **Systems Operator** Paul (Charlie) Chubb **Reprographics** Matthew Uffindell (Supervisor), Robb Hamilton, Robert Millichamp, Tim Morris, Jeni Reddard, Lisa McCourt **Group Advertisement Manager** Judith Bamford **Advertisment Sales Executive** George Keenan **Advertisement Production** Jackie Morris (Supervisor), Jo Lewis **Mail Order** Carol Kinsey **Subscriptions** Caroline Edwards, CRASH, Newsfield, Ludlow, Shropshire, SY8 1JW **Typesetting** Apple Macintosh Computers using Quark *XPress* and Bitstream fonts **Systems Manager** Ian Chubb **Colour Origination** Scan Studios, Islington, London. Printed in England by **BPCC Business Magazines (Carlisle) Ltd** Newtown Trading Estate, Carlisle, Cumbria, CA2 7NR **Distributor** Comag, Tavistock Road, West Drayton, Middlesex

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COMPETITION RULES: The editor's decision is final in all matters relating to adjudication and we offer prizes in good faith, believing them to be available; if something untoward happens we reserve the right to substitute prizes of comparable value. We'll do our very best to despatch prizes as soon as possible after the published closing date. Winners names will appear in a later issue of CRASH. No correspondence can be entered into regarding the competitions (unless we've written to you stating you have won a prize and it doesn't turn up, in which case drop us a line). No person who is related, no matter how remotely, to anyone who works for either Newsfield or any of the companies offering prizes, may enter one of our competitions.

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Cover design and illustration by Oliver Frey

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STORMING OUT!!

★ 75 CRASH ST. DRAGON T-SHIRTS UP FOR GRABS!!
★ WEAR THE COVER!!
★ A STORMING GREAT COMPO!!

● Brrrr! Dragons, eh? Big spooky creatures with big gnashing teeth, sharp claws and always up to no good! Bit like kittens really. Anyway, if you've never been a dragon before (pretty unlikely) here's your chance with Storm's new coin-op conversion *Saint Dragon*!

Saint Dragon is part of the Cyborg Monster army, an attacking force of monster machines causing hell throughout the galaxy! None before had the strength to stand against the power of the Cyborgs, but Saint Dragon rebels against the Cyborg Masters and begins its fight against the tyrants! The Dragonship is under your control as it enters five levels of non-stop mayhem and destruction! There's a host of weaponry to turn the Dragonship into the ultimate fighting machine! Look at this lot: the lethal armoured tail, fireballs, bouncing bombs, ring lasers and turret weapons, all useful to destroy the swarm of mechanoid bulls, pumas and cobras that are your opponents!

SOUNDS PRETTY HOT!

It's a rollicking arcade blast and a game worthy of a mega CRASH cover illustration — which leads us onto the great prizes on offer in this *Saint Dragon* compo! On offer are 75 — *75!!!* — exclusive *Saint Dragon* t-shirts featuring this month's cover illustration by Oliver Frey, reproduced in full colour! This is a real limited edition prize — only 75 will ever be made available to the public and winning one in this compo is the only way you'll ever be able to get one!!

Destined to be a collectors item, the *Saint Dragon* t-shirt will bring you fame, fortune and make you look dead sexy, probably. To be in with a chance of winning get your glasses out, squint a bit, hold the magazine at a funny angle and look closely at the two dragon pictures on this page. Look identical, don't they? Ah ha! They're not! It's what we call in 'the biz' a Spot the Difference Compo! Hurrah! There are ten differences between picture A and picture B — can you spot them? If you can, ring each difference, fill in the name and address coupon, snip it out of the mag (or make a photocopy) and send it to: NEWSFIELD, DRAGON T—SHIRT COMPO, CRASH, LUDLOW, SHROPSHIRE SY8 1JW. Entries here by November 15 'cos that's prize-picking day, and follow the compo rules or face the wrath of the Cyborg Monsters! Blee!!



PICTURE A



✂ cut me out man

PICTURE B



Name..
Address..
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ATARI STE
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ST DRAGON
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CBM 64
SPECTRUM
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" I haven't seen a decent shoot-em-up for ages (in fact Silkworm was probably the last). Now this looks set to end with a product from the very same Silkworm programmers that could challenge the mighty R-Type itself!"
(Zero Sep. 1990)
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PREVIEWS

If you've flipped through your free CRASH guide to the Christmas biggies you already know what a bonanza awaits. Take a closer look at some of the goodies to come: the team's been ferreting around for the real low-down...

BLAST THOSE CARS!

● SPECIAL CRIMINAL INVESTIGATION: Chase HQ 2

It's tougher! It's faster! It's Ocean's new coin-op conversion, S.C.I: Chase HQ 2, the game that's burning up the road to the number one slot!

But how do you improve on a game that's reckoned to be the best arcade driving game around?! Simple, sling in a bit more violence! Yes sirree, remember when playing *Chase HQ* you had to ram the criminals' cars off the road? Yup?! You thought, as the entire nation did, 'wouldn't it be a whole lot easier just to blast 'em with a lethal weapon?' Well, now you can!

SCI sees **Tony Gibson** and **Ray Brady** back on the streets. Gone are the sleek black sports car and the ever moaning **Nancy** at **Chase HQ**, but in are a sleek red sports car and Nancy's sexy voiced replacement **Karen** the new Chase HQ operative. There are five levels to the game and the idea is the same as *Chase*: race through the traffic and stop an end-of-level Mr Big. Ray can take pot shots with his **Colt automatic** and a **bazooka** dropped from a friendly chopper.

SCI promises to be a lot speedier than *Chase HQ* and you'll need that extra burst of power because there are a lot of criminals on the roads trying to bring a premature end to your missions. Watch out for **grenade lobbing motorcyclists**, **helicopters** which swoop in and attack you, and a host of other vehicles which shoot back or throw debris at you. Help is at hand as **motorbiking squads** can roar up beside your car providing extra protection. And villains are not all to look out for: the weather continually changes throughout the game which takes you from the bright lights of **Paris** to the rough terrain of the **Sahara**! Don't miss the **CRASH** review next month!!!

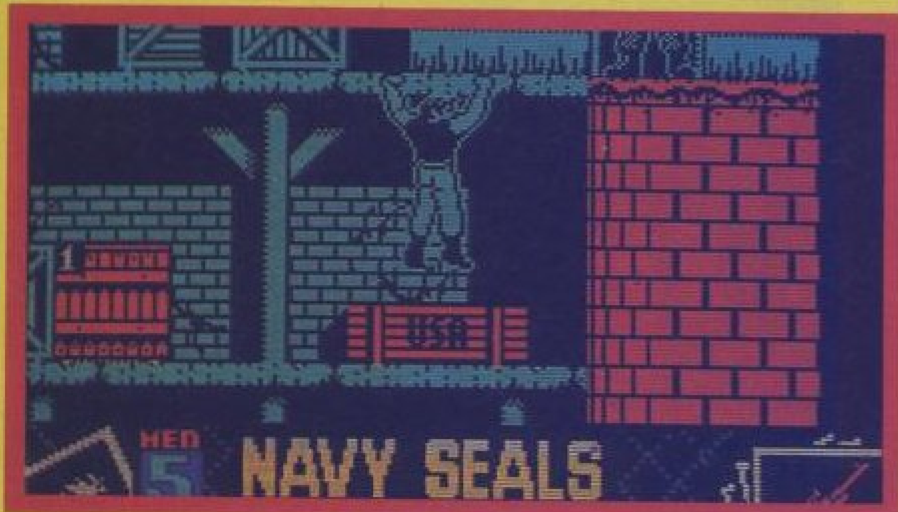


FIRE IN SPACE!

● DRAGON BREED

Activision isn't to be left out of the Chrimble coin-op race 'cos *Dragon Breed* is nearly here. November sees the release of this **Irem** arcade hit where you play young king **Kayas**, who with his trusty steed, fights wave after wave of alien creatures in space. Kayas' mount isn't a horse, it's a huge fire breathing dragon! A useful friend, because apart from barbecueing anyone stupid enough to come too close, it can use its tail to shield your frail body. Don't leave all the fighting to the dragon though — you're armed with a crossbow loaded with unlimited ammo so you can aid in the destruction of the invading hordes. Looks a bit on the corky side — check out the review next issue!





Pant! Wheeze! Phew! Just ran all the way back from **Ocean** HQ in Manchester with this piccy of *Navy SEALS*. The game, which is nearly finished, is looking completely skill and features brilliant graphics and animation! You can find more details in the Christmas Biggies book on the cover!!

YOGI'S BACK!

● YOGI BEAR AND FRIENDS IN THE GREED MONSTER ADVENTURE

Oh no! Disaster has struck. All the toys in the world have been stolen! **Yogi's Treasure Hunters** decide to find out what's happened to them. They set out to solve the mystery but don't reckon on meeting the **Greed Monster**, an ugly green thing with a hunger for cartoon characters. All characters but Yogi are captured and turned into toys! Eek!

Yogi needs your help to rescue his mates — which means putting the toy machine into reverse and pushing them all through it, returning them to normal! Plus, all the missing toys have to be found too! *Yogi Bear and Frinds in the Greed Monster Adventure* is available in November from **Hi-tec Software**.



DRUG BUSTERS!

● NARC

NARC is looks like being one of the most violent shoot-'em-ups around, and you're going to be doing most of the blasting! You alone, or with a pal, control two cops who, with their kevlar body suits, assault rifles and rocket launchers, travel the eleven levels packed with seedy streetlife and kick ass!

The villains, which include drug pushers in dirty raincoats, clown mask wearing psychos and cool shade wearing 'brothers', are all armed and willing to send you back to base in a body bag. Along with the human attackers animals see you as a threat: giant beetles, dogs and more give chase and try to knock your energy level down.

As you either blast the criminal scum to pieces or bust them (depending on your mood), they drop several items. These include money, drugs and rockets; picking these up is vital as the drugs and money are used as evidence on the end of level bonus screen, and rockets are used to create fireworks.

Often a level is split into several scenes: each one is entered by walking through a highlighted door. These take you off the streets and into restaurants, tube stations, warehouses and even private houses (the word search warrant means nothing to you).

Each hard fought battle takes you nearer to Mr Big's mansion and your ultimate battle! *NARC* is out in November from Ocean.

DIZZY'S MUNCH

● KWIK SNAX

Everybody's favourite breakfast is here again ready to cheer you up! Hurrah! And what's he up to this time? Read on... **Dizzy**'s family, the yolk folk, have been captured by the evil wizard **Zaks** and you, controlling Dizzy, have to free them from their separate prisons.

Dylan was sent to ice land because he was so cool, **Grand Dizzy** to cuckoo land because he was a bit dotty, **Denzil** to cloud land because his head was always up in them and poor **Daisy** was sent to the wizard's dungeon for being so sweet.

This game rings a change on the usual Dizzy games as it's not an arcade adventure, it's more like a *Pengo* game. Dizzy has to waddle around each of the screens collecting the fruit and squashing the nasties by pushing them into deadly walls. *Kwik Snax* is available from **CodeMasters** on a Spectrum near you any time now!





BORN TO DRIVE!

● BADLANDS

From the creators of the arcade racing game *Super Sprint* comes *Badlands*, a mean piece of action where only the most suicidal drivers survive (which is a bit odd when you think about it!). Split into eight tracks the game plan is simple: beat the other cars round the rubble strewn courses. Things aren't that simple of course, natural obstacles include collapsing buildings, moving barriers and tight corners, and the other racers try to kill you! Of course you can return the favour, but not until you earn enough points to purchase missiles, turbo chargers and shields. And like *Super Sprint*, the higher your placing after each race the more points you receive. *Badlands* — only for the suicidal...

BOSSY PUSSY!

● TOP CAT

It's Top Cat, the indisputable leader of the gang, in his very own computer game from **Hi-tec Software**, the fifth game in the **Hanna-Barbera** cartoon series.

All the **Top Cat** gang are featured but it's **Benny The Ball** who's the centre of attention. An old lady has left him all her worldly fortune because **Amy**, the only rightful heir, is missing. Benny, Top Cat and the gang take the money and whizz off to **Beverly Hills** to live in the lap of luxury. But their butler is not as kind and honest as he seems. Y'see he's next in line to the fortune after Benny and plans to get rid of him.

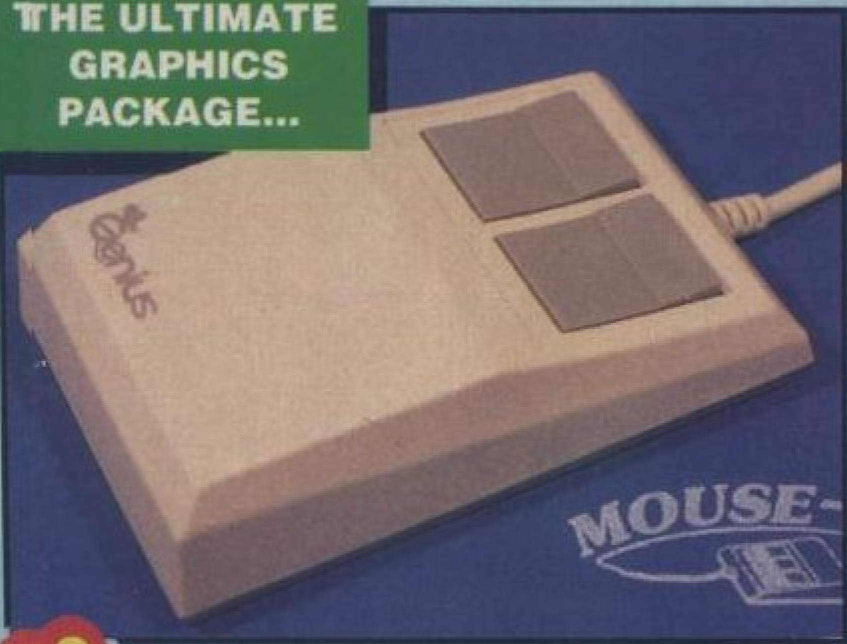
Can Top Cat and the gang save Benny The Ball and find the missing Amy before the butler has his wicked way? Find out in November!



What about all the other contenders in the Christmas run-up? Check out more previews next issue...

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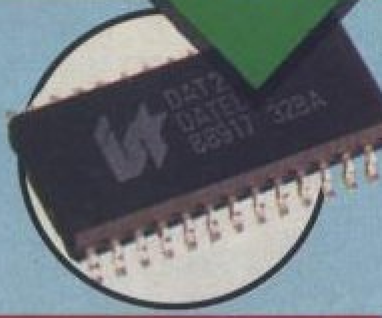


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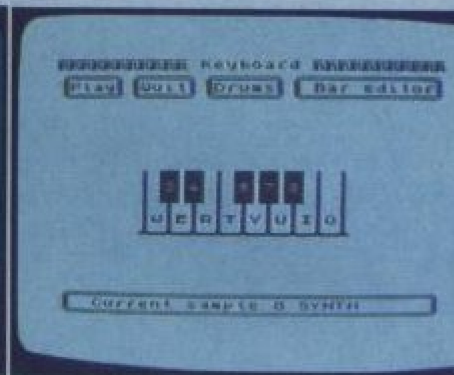
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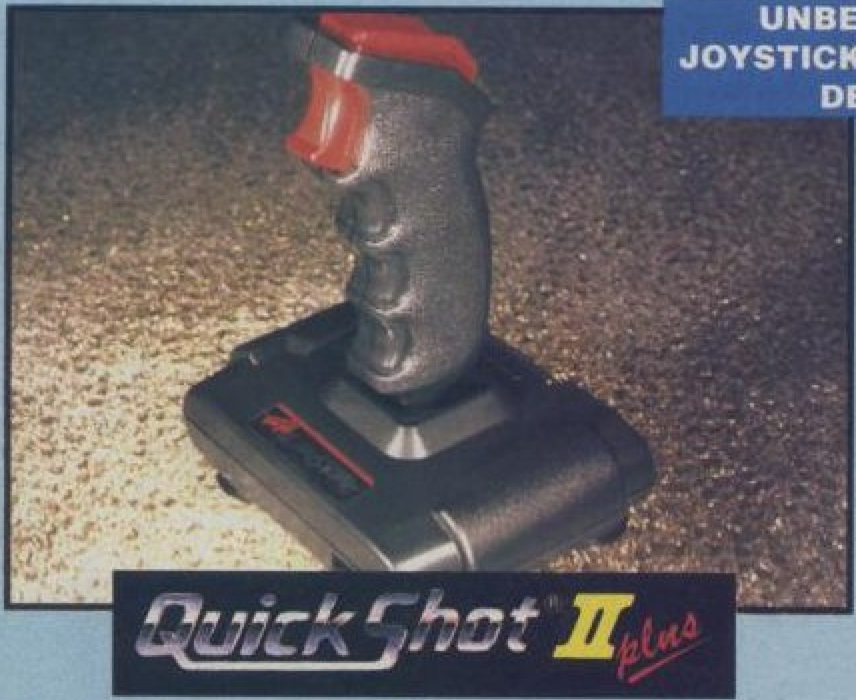
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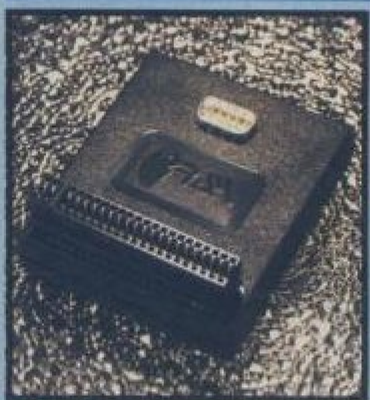


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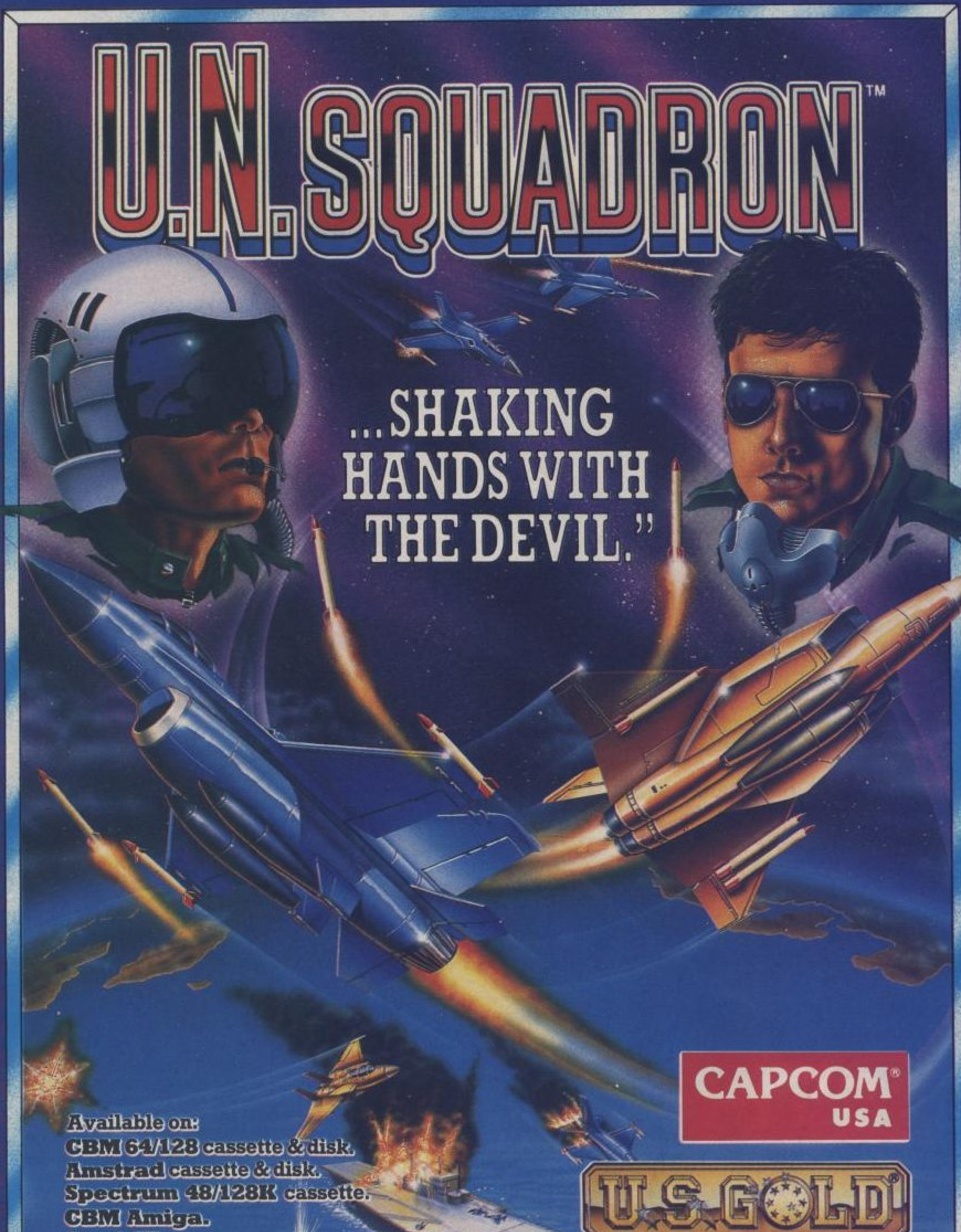
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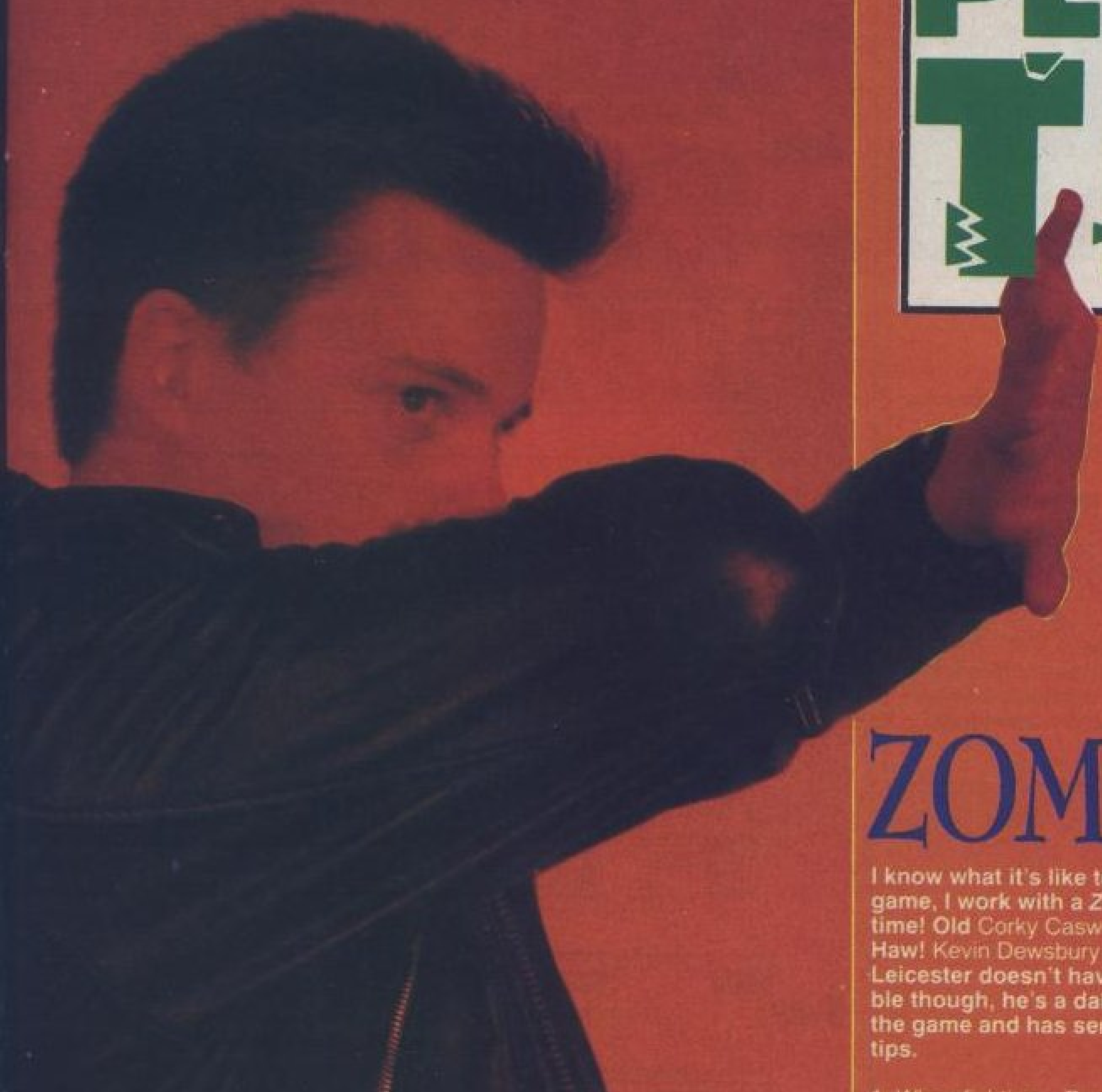
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Nick's PLAYING TIPS



Yeeeeh! It's another ring dinging Playing Tips for your little ol' eyes only. What have you been up to over the past month? Except for suffering from a tips shortage, of course. Well it's time to suffer no more: I've got a bumper package of maps, tips and POKEs for you to devour at your leisure.

I finally got my holiday snaps back from the photo company this morning, and pretty brill they were too. Would you care to take a peep at them? Tough if you said no, 'cos I've stuck a few around these glorious pages of mine. After you've finished having a good giggle at me in rainy Wales I'll tell you what tips I've on offer this month. There's a great map of *Night Hunter* from Ubi Soft, tips on *Shadow Warriors* and *Zombi*, plus the low-down on all the latest re-releases to hit the Spectrum for those of you who're strapped for cash (like me!). The £40 of software goes to Jason Smallwood for his *Shadow Warriors* tips.

ZOMBI

I know what it's like to play this game, I work with a *Zombi* all the time! Old Corky Caswell**! Haw! Haw!** Kevin Dewsbury **from Leicester doesn't have that trouble though, he's a dab hand at the game and has sent in these tips.**

1. When fighting a Zombi barehanded, always aim for the brain as the body can't be harmed. You need to hit a Zombi five times unless you have a gun.
2. Before you do anything you should equip each man with a gun from the weapon store on the second floor (the woman cannot use a gun).
3. The following lists show all the locations of equipment:

Top Floor: *helicopter.*
4th Floor: (can only be accessed using the keys in the lift) communications room — *keys.*
3rd Floor: electronics store — *fuse/plug*, sports shop — *rope*, cupboard — *glove/fuel cannister*, medical room — *first aid kit*, video shop — *video cassette.*
2nd Floor: MacGropak (fast food) — *burger/fries*, hardware store — *screwdriver/torch/axe/hammer*, weapon store — *pistol/luger/shotgun*, computer store — *computer*, office — *radio/keys to floor 4.*
Ground Floor: butchers — *meat/drink*, book shop — *book on 'Zombies'*, flower shop — *hosepipe*, hi-fi store — *video/TV*, furniture shop — *beds/cabinet*, opticians — *binoculars.*
Basement: various corridors — *fuse box/chest*, freezer room — *body trays in wall.*
Outside: *two tracks on opposite sides of the building.*

super wonderboy in monsterland

I just love this type of game. All that bounding about collecting fruit and killing anything that moves! Luckily for me there was an old *Wonderboy* arcade machine were I went on my hols. Yes, a few quid went into that, I can tell you. Mark Steele **has come up with this help for anyone who can't memorise the chatterings of the characters you meet in the game.**

Person 1: Hey brave man listen carefully. Your country's fate depends on you and your mission to restore peace, by destroying the vicious dragon, so take this revival medicine and good luck!
Bartender 1: Beer — Death holds the key to the next town. Cocktail — Jump at the last tree on the right.
Bartender 2: Beer — This town is run by the red knight in the castle. Cocktail — The one who opposed the knight is in the cavern.

Cheeky Cheats

with MC Nicko!

Midnight Resistance
On the second level there's a part where you have to lie down. When the bad guys come, jump on the ladder and go up. When you go down again they'll have disappeared. In the first weapon store get a 3-way, bullets and a barrier in that order. In the second get an extra life, fire and bullets.
(David Sconce)

Little Puff In Dragon Land
On the main menu screen hold down all the keys and when the game starts you'll become immune to all nasty monsters.
(Keiron Darbyshim)

Yogi's Great Escape
Define your keys as I, C, E and SPACE to get Yogi infinite lives to carry on his adventures with.
(Uncle Dave)

Ruff 'n' Reddy
When the title screen comes up type in DYLAN to get infinite lives for this great arcade action romp.
(Mr Spoons)

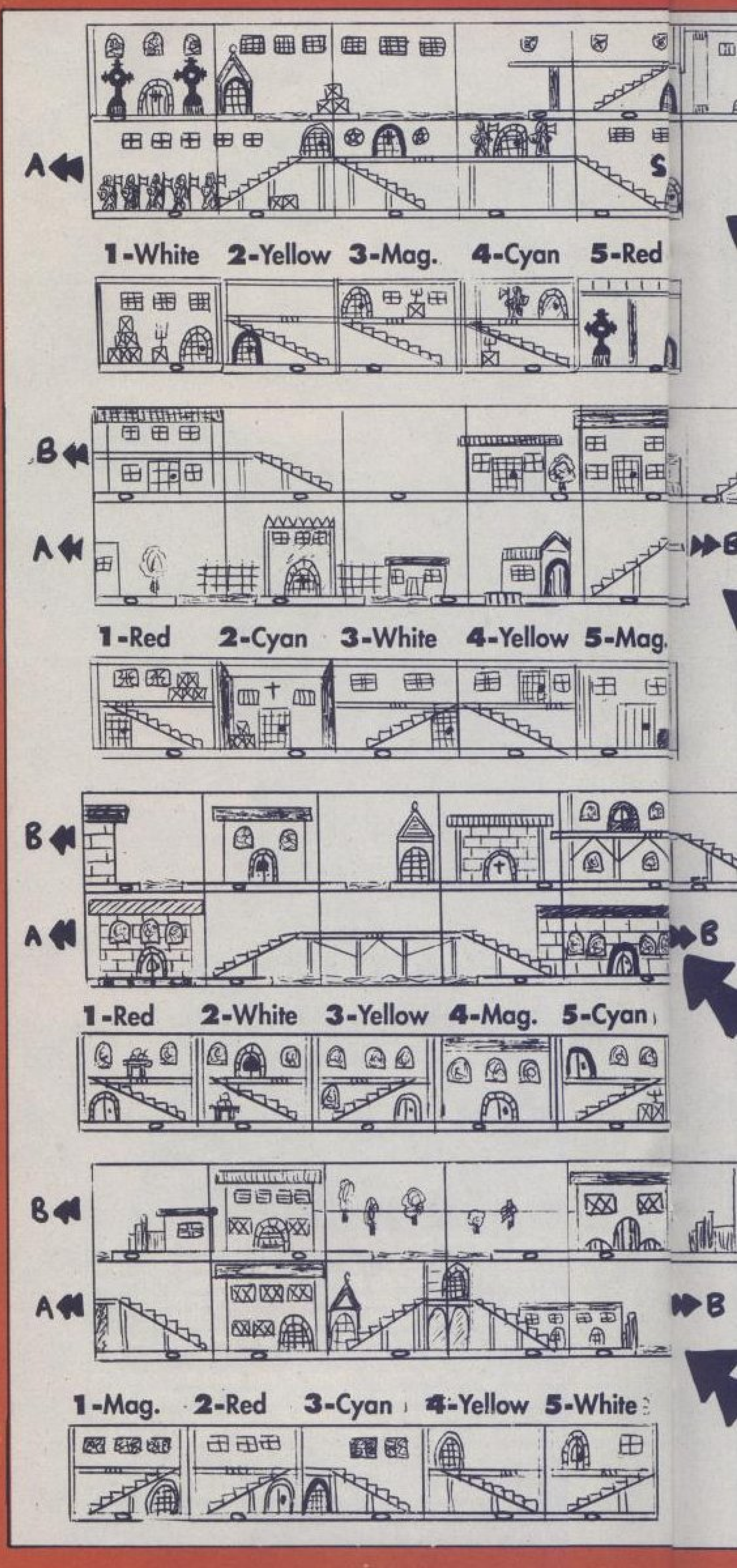
Secret Door: If you're on your way to kill the dragon the heroes emblem may help you, my friend Catherine lives in the town of Barbaro, give this letter to her and she may help you.
Bartender 3: Beer — I think there's a shop that sells armour. Cocktail — So you think you can beat the Red Knight?
Bartender 4: Beer — My sister Catherine lives upstairs. Cocktail — The dragon is said to have come here in an airship.
Secret Door: If you're looking for the hero's emblem take this flute to the town of Barbaro where an old mysterious man in a mysterious mansion will show you how to obtain it.
Bartender 5: Beer — The entrance to the Mam desert is in the Great Wall.

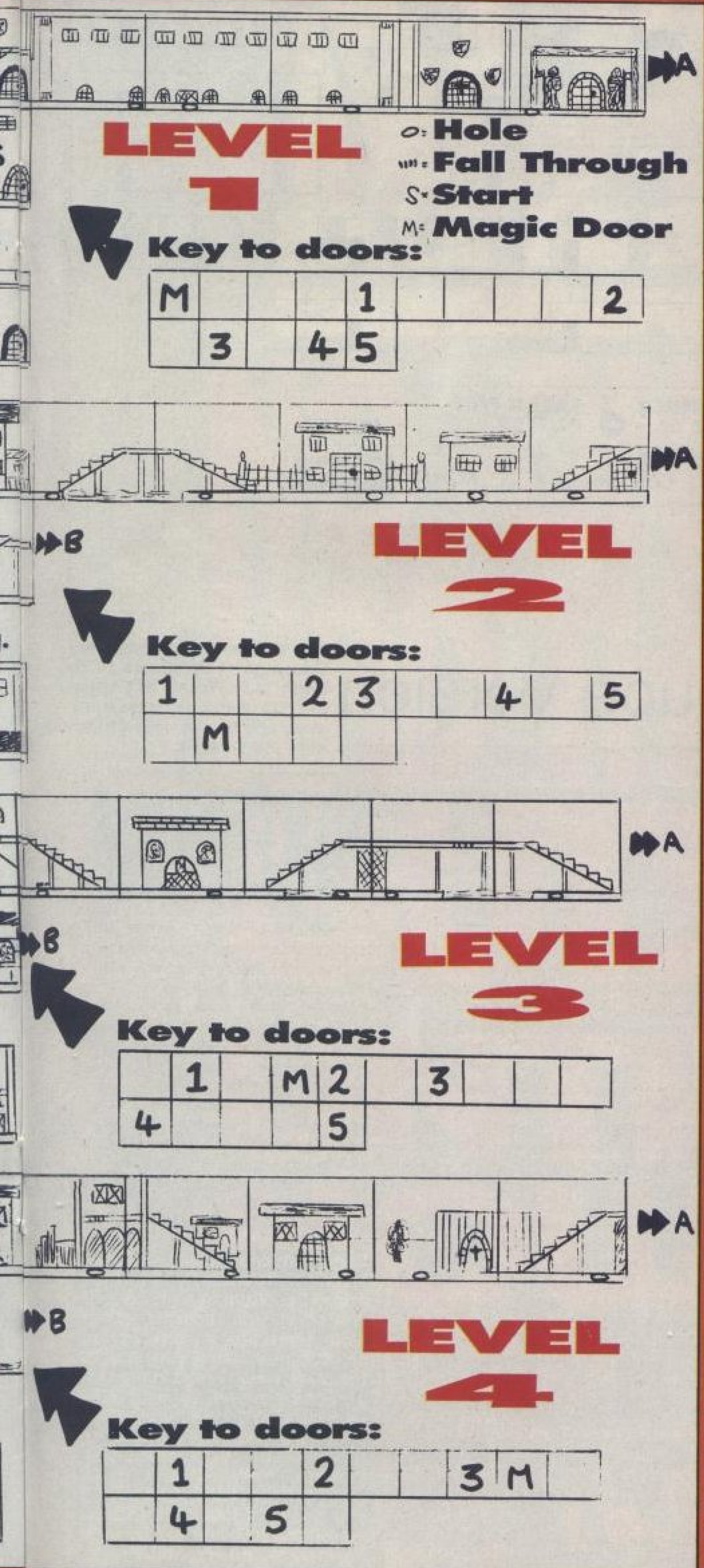
Night Hunter

Well, what have we here? A fantastically drawn map of that spooky game from Ubi Soft, *Night Hunter*, that's what, drawn by none other than yours truly! I spent hours putting in all the knights and doors: it's a pity I can't draw really. To go along with this cartographic delight are a few tips on the game.

Enemies to watch out for
1. The vampire hunters are all armed with wooden stakes that are fatal by hitting you once.
2. Archers are nasty fellows, they take out an arrow and shoot it at you if you stay still too long — they can fire up as well as left and right so watch out!
3. Witches are invicible and a great annoyance if you're low on energy.
4. Vultures can't be killed and carry you off if you stand still too long.
5. Priests throw holy water, not a Vampire's favourite drink.
6. The policemen are very trigger happy with their silver bullets.
7. The girlies hold up crosses which stun you for a while.
8. Professor Von Helsing appears at the end of each level and throws stakes in an attempt to stop you completing it.

Hints and Tips
1. The bat can only land on the ground so don't change back into Dracula on a top level or above water.
2. If you've turned into either the bat or the werewolf and are wounded, you change back into Dracula.
3. The doors you discover bearing a crucifix cannot be entered.
4. Before setting out on a batty journey over water, land and boost up your energy.
5. The only character who can pick up objects is Dracula.





LORDS OF CHAOS

This game has been causing a few people some problems. If you own a multiface they're all over because David Brumby **of Shorwell has delved into the code and come up with these POKEs to alter the wizard's data. The numbers in brackets show the maximum value you can have.**

First Wizard:
52970 — Mana level (0—255)
52971 — Wizard level (1—5)

Wizard Creatures:
52972 — Gold dragon
52973 — Green dragon
52974 — Red dragon
52975 — Pixie
52976 — Dwarf
52977 — Goblin
52978 — Trol
52979 — Giant
52980 — Centaur
52981 — Unicorn
52982 — Pegasus
52983 — Gryphen
52984 — Elephant
52985 — Gorilla
52986 — Lion
52987 — Bear
52988 — Crocodile
52989 — Giant bat
52990 — Harpy
52991 — Giant spider
52992 — Zombie
52993 — Ghost
52994 — Vampire
52995 — Spectre
52996 — Demon

Other Spells:
52997 — Strength potion
52998 — Protection potion
52999 — Invisibility potion
53000 — Speed potion
53001 — Flying potion
53002 — Super potion
53003 — Healing potion
53004 — Magic fire
53005 — Gooey blob
53006 — Tangle vine
53007 — Flood
53008 — Enchant
53009 — Subversion
53010 — Curse
53011 — Magic attack
53012 — Magic bolt
53013 — Magic lightning
53014 — Teleport
53015 — Magic eye
53016 — Magic shield

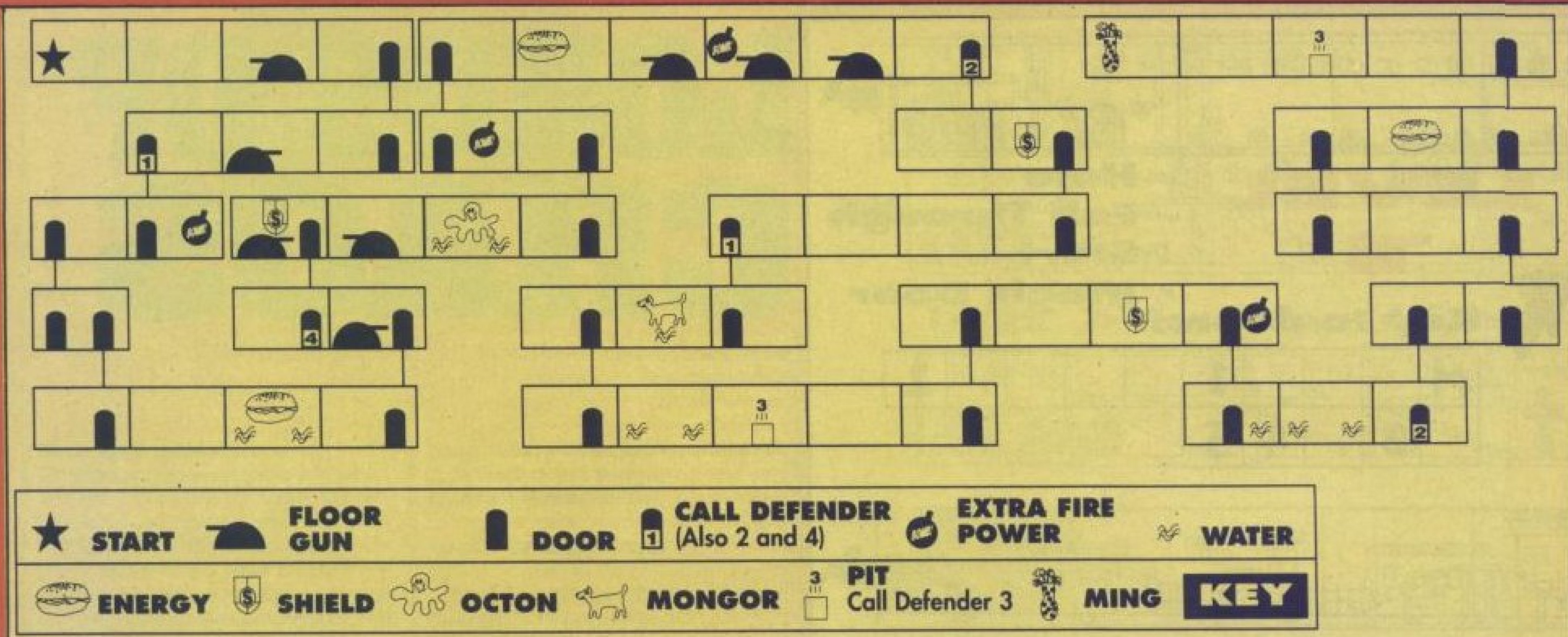
All spells increment in steps of 17 for each level. Eg. level 1 you would POKE 17 into the address and for level 5 you would poke 85. In hexdecimal these numbers convert to 11, 22, 33 etc.
Remember that more expensive spells will use up lots of mana at higher levels.

Other Addresses:
53017 — Action points (0—100)
53018 — Allows wizard to fly and uses level system as for creatures, but you should poke the same level or one higher than the wizard's current experience level.
53019 — Stamina (0—100)
53020 — Constitution (0—100)
53021 — Combat (0—100)
53022 — Defence (0—100)
53023 — Magical resistance (0—100)

SHADOW WARRIORS

Having a few probs with this little beauty, are we? Well not any more because Jason Smallwood **from Leeds is here again to put your minds to rest with a few tips on the moves you can make, and the first three levels.**

Phoenix Back Flip: When no thugs are about fire and up diagonal will make you somersault left or right. In the process of somersaulting you kick.
Flying Neck Throw: When enemies are close, fire and up diagonal will make you do a cartwheel while throwing the closest buddies away.
Hang Kick: When holding on to a ▶



Defenders Of The Earth SAM Coupé Version

Yes it's the one and only Sam Coupé game *Defenders Of The Earth*. Mark Rickard **of Northallerton has been busy beavering away and has compiled this map of all the screens.**

sign, hook or tree pressing fire and a direction will make you perform a useful hang kick.

Triple Blow Combination: Press fire and a direction repeatedly as enemies approach you.

How to get 'POWER UP' objects

To smash the telephone boxes and crates, position yourself a small way from the phone box and kill or injure a baddie: he should fall onto the phone box and reveal the object underneath (if there is one).

On level two when the motorbikes are coming towards you, simply stand behind the crate and smash the bike when it's near enough, jump to avoid the debris and collect the object.

Level One Tips

The baddies on this level are found throughout the game. To kill the ninjas use the triple blow combination or a hang kick. To kill the men wearing ice-hockey helmets use the triple blow combination, flying neck throw or the hang kick. The men with masks can be disposed of using the TBC, FNT or HK. To kill the end of level guardian just use a few FNTs.

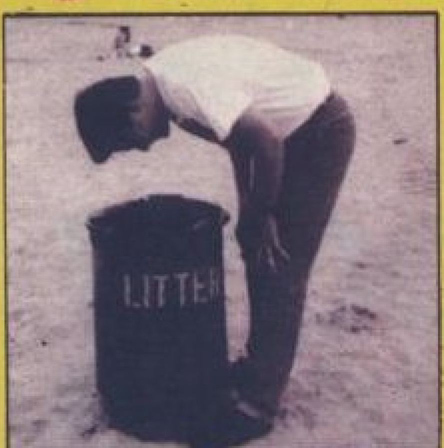
Level Two Tips

Mostly the game as level one. To kill men with tree trunks use HKS or FNTs! To get past the cars jump on the first hook, press right, press up and fire when falling past the next hook. Carry on doing this until you've made it over the road. The guardians can be destroyed by using FNTs.

Level Three Tips

Exactly the same as level two except for 'heavies'. These come in twos and you need to use FNTs or HKs to get rid of them. The big robomen guardians need FNTs to kill them, but remember to move around all the time.

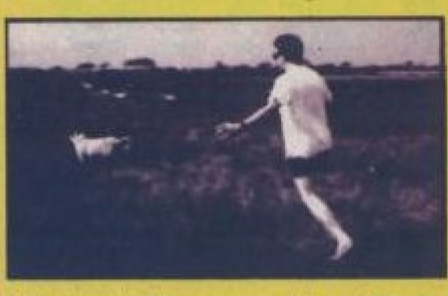
NICKZ HOLZ!



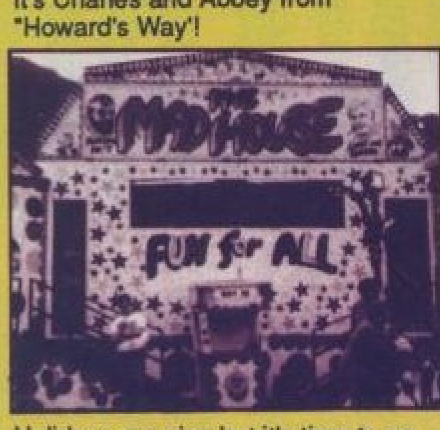
The food around this place leaves a lot to be desired!



It's Charles and Abbey from "Howard's Way"!



Welsh night life, you can't beat it!



Holidays are nice but it's time to go back to Crash!

POKEMANIA

Yes, before you say, I know I forgot to include the *Pokemania* listing last month, and it wasn't in the big designer white box that mysteriously appeared on my pages, that was supposed to be a *Rockfall* diagram! But I've remembered this time so here it is...

Chuckie Egg 2 — Infinite Lives
Gun Runner — Infinite Lives
Talking Hedz — Cheat
Delta Charge — Infinite Lives (Speccy and Sam)
Atom Ant — Invincible
Solaris — Infinite Lives

Does anybody want £40 of luverly software to feed to their prized Spectrum or Sam Coupé? Well, if you do then get going: write some tips or draw a map on that new game you bought the other week. I read every single letter I receive, so your masterpiece won't go unnoticed. Send all your handywork to: NEWSFIELD, NICK ROBERTS, PLAYING TIPS, CRASH, LUDLOW, SHROPSHIRE, SY8 1JW. If you don't, I'll just have to treat myself to £40 worth of CDs from the local record emporium!

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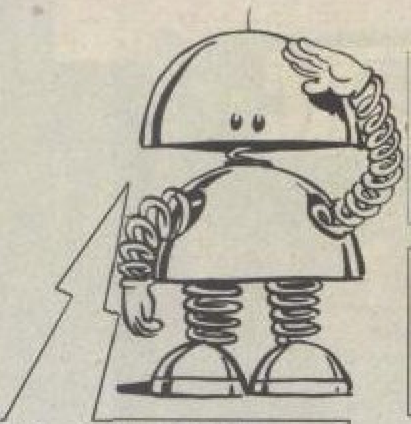
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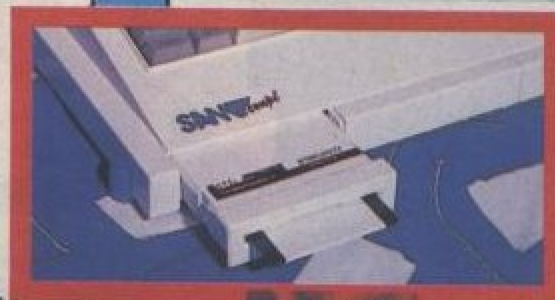
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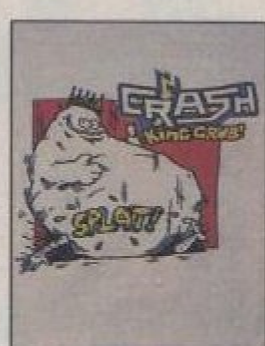
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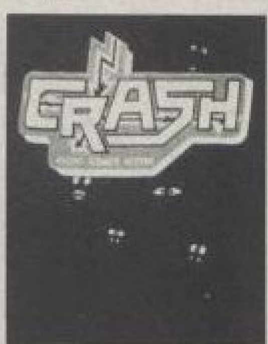
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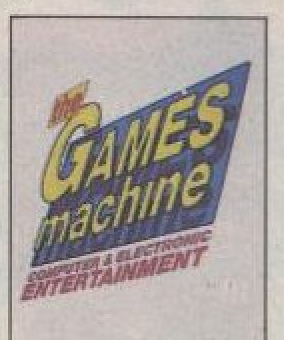
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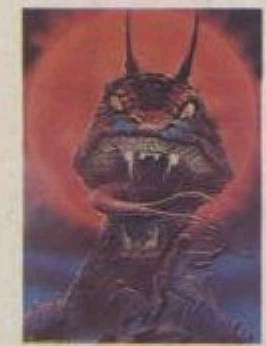
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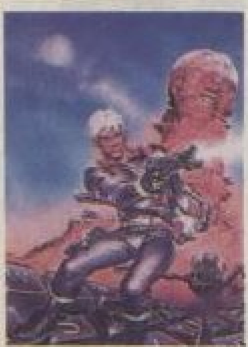
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IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD RACER

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Super Sprint style games have been around for a long while, and the newest addition is certainly a corker. *Super Off Road* in the arcade is a three player no holds barred game where you race around eight barren and pot holed tracks trying to beat your mates to the finish line. On the computer the aim is the same, but there can only be two human players (the other two are computer controlled).

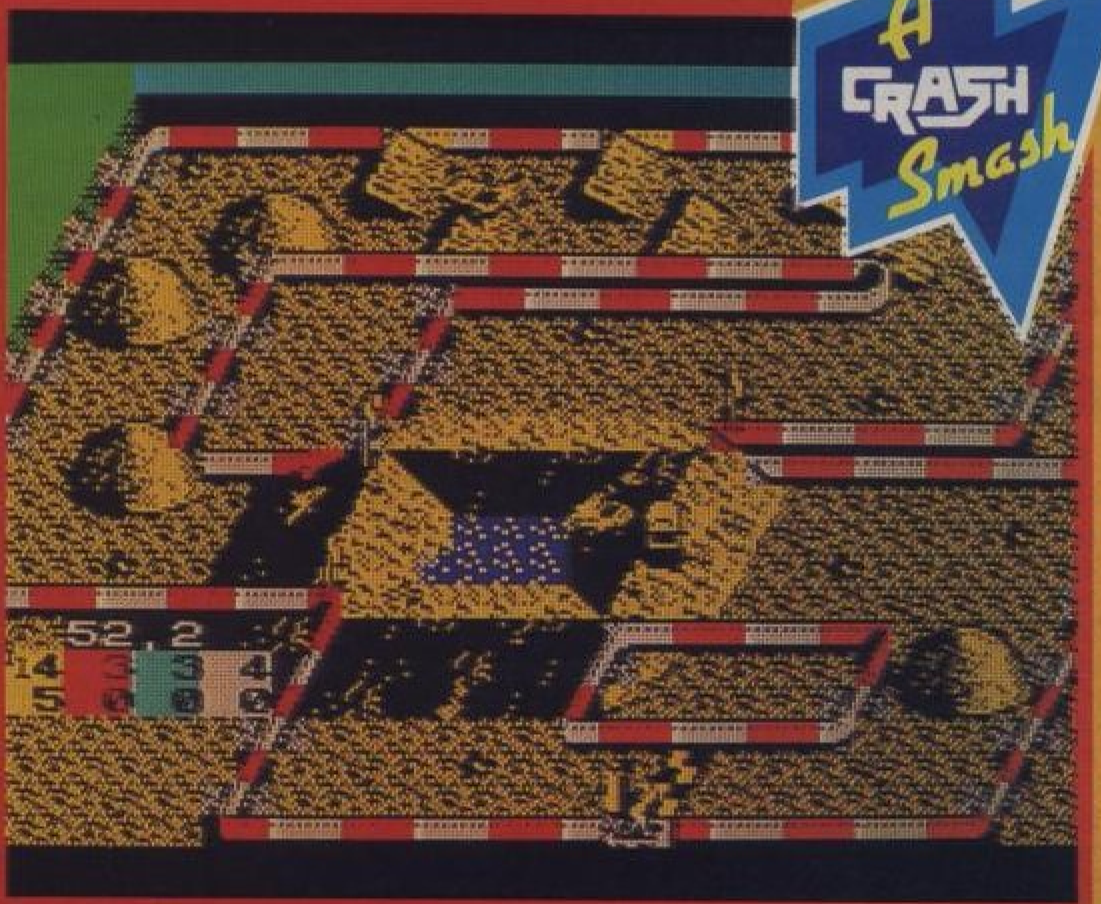
When you've set the game controls it's straight into the first race, with all participants, both human and computer, beginning the season on equal par (ie with no dosh). The idea is to complete each race in as high a position as possible and thus earn loadsadosh.

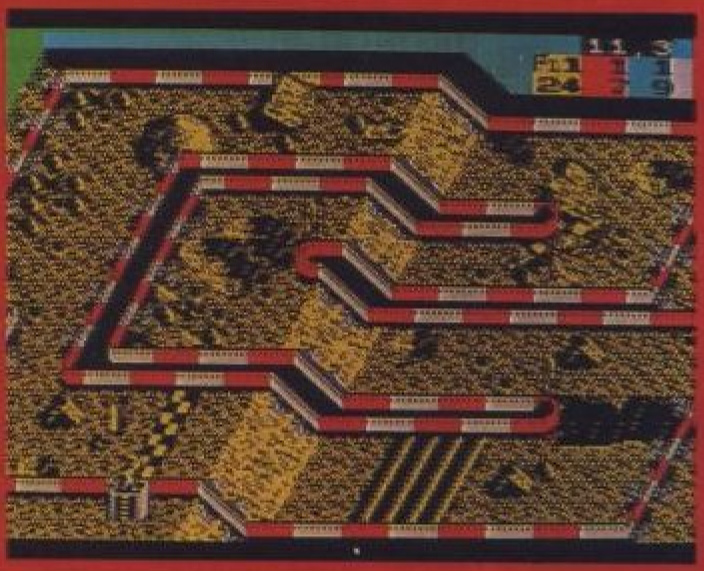
Each race consists of four laps, and if jostling with three rival drivers isn't bad enough the state of the tracks is terrible. Huge mounds of earth, pot holes and watery obstacles stand in the way, but you do have some help. You start the game with 25 nitros: press the firebutton and hold onto your crash helmet — and keep your eyes peeled because extras can be collected from the track. At the end of each race the prize money is distributed and you're sent to the spare parts shop to improve your 4x4.

It's then onto the next race to win the fame and glory that you deserve, plus a lot of money on the way.

All the coin-op's addictive gameplay has certainly been transferred to the Speccy conversion, and as always the best way to play is against a friend. Graphically the game is great with small but nicely detailed and fast moving car sprites. The backgrounds are also detailed and certainly cause headaches, especially when an opponant is on your tail and you end up at the bottom of a water filled hole! Full marks to programming team Graftgold for producing such a frustratingly playable game.

A CRASH Smash





NICK This is a racing game with a difference. You view the proceedings from high up in the air, and the animation used on all the cars is out of this world! As each car goes over bumps and ramps on the track it tilts up and down and jumps very realistically. Each track is packed full of seemingly impossible obstacles for you to get around. Grills, water pits, domes in the road, they're all there to try and stop you finishing first. Racing against another three computer players gives the game a feeling of excitement as you attempt to get over the line first. *Super Off Road Racer* is a great game, full of road wrecking fun.

88%

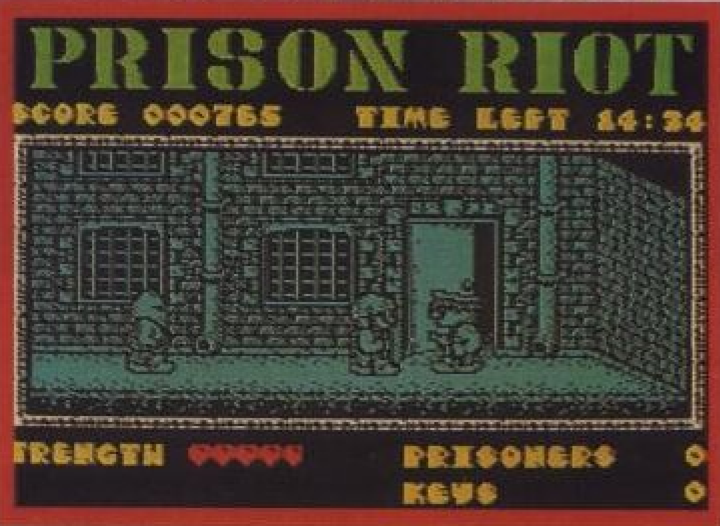
RATING

Wild race-'em-up with more action than a bag full o' ferrets!

PRESENTATION	88%
GRAPHICS	90%
SOUND	80%
PLAYABILITY	86%
ADDICTIVITY	88%

OVERALL 90%

PRISON RIOT



Players Premier
■ £2.99 ■

Joe Blade is back! Back! BACK! Except he isn't. But he might as well be as *Prison Riot* is a typical Joe Blade style game. Not that it makes it bad. Not at all, because this natty flip-screen arcade adventure is one heap of fun! Chaos abounds in a security prison where, overnight, the inmates rioted and are now running around with hoods over their faces and causing no end of trouble! The only way to halt the riot, before a complete massacre occurs, is to recapture the seven ringleaders and chuck 'em off the prison roof (don't worry, a helicopter winches them away)!!

While rampaging inmates are dangerous and touching one drains energy, you are armed with a rifle, but ammo is limited so keep an eye out for top-ups. When ammo runs dry, knock off opponents by kicking their heads in! Other top-ups include keys to open security doors and food to replenish energy. Capturing the ring leaders isn't easy — first you have to find them, one by one, and then correctly solve a puzzle before leading them away.

Graphically it's a bit on the mega side — all the characters are animated well and are dumpy and cartoon-like. Backdrops are varied and well designed so as not to be cluttered. *Prison Riot* is an excellent arcade adventure and the only hang up is that you have only one life. CRASH t-shirt to the first infinite lives Poke!!

RICHARD

RATING

OVERALL 80%

THE FAMOUS FIVE
FIVE ON A TREASURE ISLAND

Enigma Variations
■ £11.99 ■ £14.99
Sam Coupé

Gosh! Aren't adventures fun! Yes! They certainly are if you're a fan of Enid Blyton. Based on her books the Coupé's first adventure follows the antics of Julian, Dick, Anne, George (short for Georgina) and Timmy the dog (give me strength!) on their hols in the seaside village of Kirrin. You start off the game as Julian, the eldest, on a train waiting to be greeted by Aunt Fanny at the station.

It's programmed in Worldscape which allows many characters and lets them interact with each other. You can change the control of the adventure to any of the Famous Five mob, except for Timmy, because he's a dog. The ability to change character makes the game far more complex: different people can see different things when they examine objects. If you don't use the correct character you could miss a vitally important clue.

The screen is divided into two windows, the top one gives the descriptions of each location (in Blyton speak) along with graphics, if there are any, and the bottom is your input window.

The thought of adventuring around an island as the Famous Five may not be very appealing to all you butch shoot-'em-up wizards out there, but I really enjoyed the game and I'm no sissy! It took a bit of play to get into because the vocabulary is limited. However, you do get somewhere eventually and then you just can't put it down!

The adventure is set at just the right difficulty and should suit players of all ages, as long as they can read. Accompanying graphics to some of the locations are really quite good, although they don't use the Coupé's graphical capabilities to the full. *Five On A Treasure Island* makes an excellent introduction to computer adventures for the younger players and will also provide the more experienced with a challenging task or two.

NICK 76%



MARK I'm not really an adventure game fan, but it's good fun to be involved in the Famous Five's adventures. This is set just on the right side of 'how the ruddy flip do I get out of this situation?'! Graphics, though being a series of static pictures, are colourful and very visual, so all clues can be spotted on the screen. Do pop out and buy this jolly piece of software now!

80%

RATING

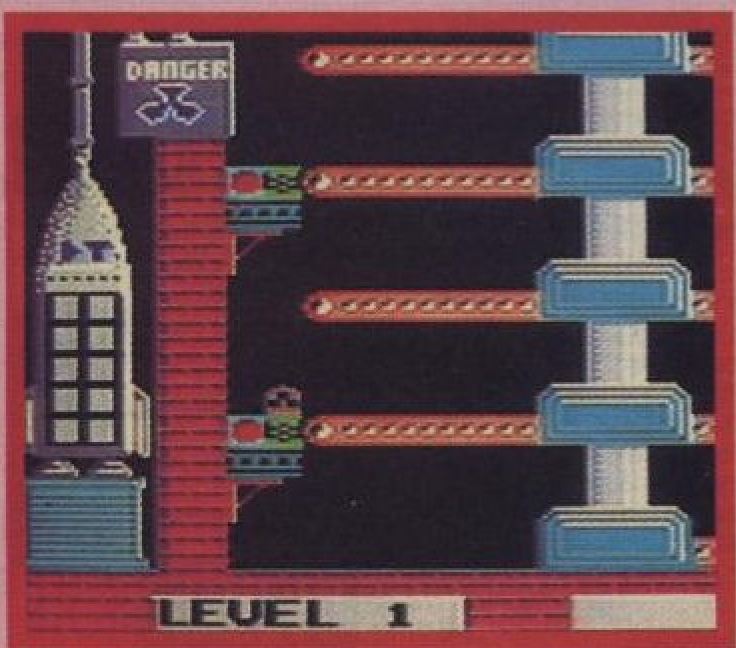
Join the Famous Five as they prove adventures are fun.

PRESENTATION	75%
GRAPHICS	73%
SOUND	N/A
PLAYABILITY	79%
ADDICTIVITY	80%
OVERALL	78%

MIND GAMES 1

Enigma Variations
■ £11.99 ■ £14.99
Sam Coupé

Four games that will test your brain rather than your trigger finger: In *Nuclear Waste* you try to save Earth by disposing of dangerous cannisters of waste in a giant spaceship. The objective is to launch the ship before the cannisters become volatile. A series of conveyor belts are set up for the cannisters to travel along and all you have to do is switch on the correct lift to move them up. The game only becomes challenging on the later levels when the conveyors speed up and more cannisters arrive. The simplistic graphics definitely don't do the Coupé justice, and *Nuclear Waste* soon gets tiresome.



Graphics are even worse than *Nuclear Waste* in *Magic Caves*. Playing the part of a ball (!) you roll around each level using the sliding platforms and lifts to collect a potion. Keys open doors and reveal secret passages. *Magic Caves* looks very similar to a game I once wrote in Spectrum basic! It took me half an hour and I didn't bother saving it. There's nothing here to make you want to come back for more.

The best of the lot is *Blokade*. It's well programmed and simple to tackle. Played against the clock, you have to change all the blocks on screen to the target colour by sliding the panels. When a block is surrounded with the correct colour you can change it and go on to the next. Playing *Blokade* soon puts a great strain on your eyes and the monotonous gameplay will only keep you going for a few games.

Bombed Out is graphically similar to *Blokade* with its neatly drawn sliding platforms and a timer to beat. You have to collect all the bonus flags and get to a bomb before it explodes. The playing area has skulls to avoid (they're deadly) and watch out for disappearing blocks!

Mind Games I is a collection of below average games that look cheap when you can see what the Sam Coupé can really do. The better ones are *Blokade* and *Bombed Out*, but even these leave a lot to be desired.

NICK 22%

MARK I'd hoped one of the four games would be mildly playable, but no, they're all dull. Graphics on each are very simplistic albeit colourful. Even at a budget price I would consider them all poor value for money.

21%

RATING

Four basic games with little to offer, especially at the asking price!

PRESENTATION	22%
GRAPHICS	21%
SOUND	17%
PLAYABILITY	16%
ADDICTIVITY	20%
OVERALL	21%



SAM MULTIPACK 1
Futureball and Sam Strikes Out!





Enigma Variations
■ £11.99 ■ £14.99

The Sam Coupé software collection is definitely underway now: no more moaning about only being able to play Spectrum games, especially when the software is as good as this. *Sam Multipack 1* includes two arcade games that show off the Coupé's best features. Each one has sixteen colour graphics and six channel stereo sound!

Futureball is a sports simulation set in the year 2090. Games have changed over the century and here, instead of handballing Argentinians you now have lasers, killer robots and deadly traps to play against. As a new recruit to the game you must pass through the training sessions bmfore you can become a member of the first team. It's this training that forms the game.

The graphics are simple with not much evidence of the sixteen colours the inlay boasts. All four training events you have to pass through have a basic blue square background with obstacles such as sliding squares and blue spheres here and there. They all vary in difficulty from completely impossible to ridiculously easy, guess which ones completed! I>Futureball has no lasting appeal. After a couple of attempts at conquering the annoying gameplay you soon give up and go onto the better game, *Sam Strikes Out!*.

This stars a character all Coupé owners will recognise, the little chap himself, Sam the robot. The game is played in a basic platforms and ladders style with the added complication of having to collect and use icons to move about. You have to gather up energy pods so that Sam can escape from this crazy world he has landed in. A world inhabited by weird and wonderful creatures, all excellently animated and coloured.

Graphics are brilliant, colourful and cheerful. The cartoon style of the sprites will appeal to everyone, especially fans of cutesey graphics like me. Icons dotted around the multitude of screens allow Sam to progress further, cushions let him fall large distances, big jumps give him (wait for it!) bigger jumps, shields surround him with deadly fireballs and keys open the doors.

I found the game quite challenging: the restricted head room you have on most screens makes timing a necessity when jumping the creatures. The jolly tune playing throughout the game and the hunger to see more will keep you coming back for more, and more!

Sam Multipack 1 is a must for all Sam Coupé owners. *Sam Strikes Out!* is definitely the best of the two games with *Futureball* just a bonus for buying the pack. I can't wait to play the next *Multipack* from Enigma Variations.

MARK This is the second game I've seen on the Sam Coupé and I must admit to quite liking *Sam Strikes Out* with its cutsie graphics and bouncy, catchy tune. But the second game *Futureball* reminded me too much of an inferior *Speedball* with its birdseye view of a futuristic football style game. Although I might moan about playability (or lack of) in the latter, the technical side is up to scratch with colourful, fast moving sprites.

69%

RATING

Quality SAM Coupé fun, lifted by Sam Strikes Out!

PRESENTATION	70%
GRAPHICS	73%
SOUND	75%
PLAYABILITY	66%
ADDICTIVITY	66%
OVERALL	73%



DALEY THOMPSON'S OLYMPIC CHALLENGE

The Hit Squad ■
£2.99 ■ re-release

If there was ever a game to wear down your fingers or joystick micro switches this is it. You have to compete in ten gruelling events as well as having to endure a training session complete with sit ups, squat thrusts and weight lifting. As an added annoyance you also have the choice of four pairs of trainers to wear. If you choose the wrong ones your performance will be seriously impaired.

Events include 100m, high jump, discus, pole vault, 100m hurdles and long jump. Each event needs lots of practice to get right. The pole vault is probably the worst as you have to judge exactly when to start moving the pole down, get it wrong and Daley could have a nasty accident.

The graphics are very good throughout, especially the training section which has a couple of clever touches. It's a real simulation because all that continuous waggling from left to right is as exhausting as the real thing!

NICK

RATING

OVERALL 74%

ATOM ANT

Hi-tec Software
■ £2.99 ■

Up and at 'em Atom Ant! You're the only one who can save the city from being blown into tiny pieces by Mad Dog Jackson . He's the big boss of the meanest gang ever and has planted bombs all over the city's most treasured buildings and demanded one million pounds to disarm them. Can the city be saved from total destruction? You're the only one who can answer that question armed with nothing but your trusty atomiser.

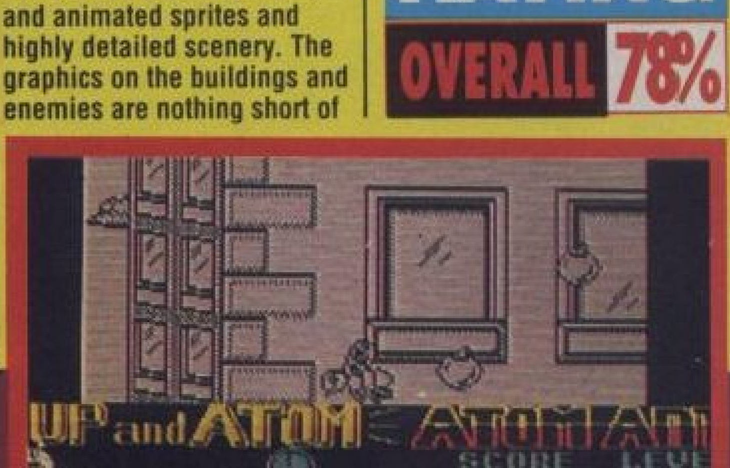
Atom Ant, like other games in Hi-tec's Hanna-Barbera series, has superbly drawn and animated sprites and highly detailed scenery. The graphics on the buildings and enemies are nothing short of brilliant and Atom Ant zips around them with ease. I just wish there had been a little more colour. The objective is to collect all the bombs and chuck 'em in the atomiser, the higher the level of play the more bombs have to be defused. Icons, when picked up, are helpful: an alarm clock gives you a minute of extra time, a helmet protects your head and loaves of bread are nice to munch on.

Atom Ant is another excellent conversion of a Hanna-Barbera cartoon. All fans of the character will love it and will be addicted from the word go.

NICK

RATING

OVERALL 78%



SAINT DRAGON

A CRASH Smash

Storm ■ £9.99 ■ £14.99

A force of terrorising monster machines has risen to conquer the Galaxy. Made of pure evil they are attacking and destroying the peaceful races one by one. Soon there will be no one left and the cyborg monsters' ultimate dream will have come true: the galaxy will be theirs. But there is hope! One of the cyborgs rebels — a dragon, part animal part machine. Dubbed Saint Dragon, he begins the battle to return the galaxy to normal.

Saint Dragon is a reverse of the Saint George and the dragon legend. Instead of a galant knight on a white horse we now have a great dragon with an armoured tail! As this dragon you must battle through five horizontally scrolling levels of the most hideous monsters you've ever seen, including armoured pumas, mechanical cobras and a giant cyborg bull. The idea is to blast everything in sight — your only worry being to protect the dragon's head. A hit there and he blows up into space debris. This is where the armoured tail comes into play. It can be used as a protective shield around the sensitive head.

What would a shoot-'em-up be without the option of building up your weapons into bigger and brighter things? You start off with a basic plasma bolt launcher and fireball, and can increase it to bouncing balls, turrets and a maximum of five plasmas, all the better to bash them with!

There's only one way to describe *Saint Dragon*: hot! You're addicted from the second it loads. Of course, moaners will say 'It's only another shoot-'em-up', but this one with a difference. The dragon with it's long swishing tail makes a refreshing change from the endless space ships that have cluttered up other games. As well as being great to look at as it follows you around the screen it also acts as an effective barrier from the barrage of enemy fire.

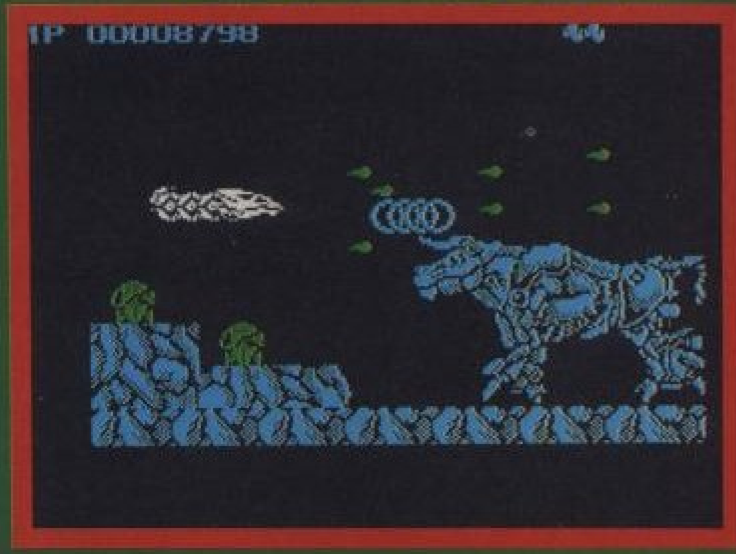
Saint Dragon has great graphics. Backgrounds, sprites and scenery are excellently drawn and animated with plenty of colour, a feature that makes the game stand out. I found the game agonizingly difficult to begin with, but once you memorise the patterns the enemies come in you can soon be on your way to higher levels.

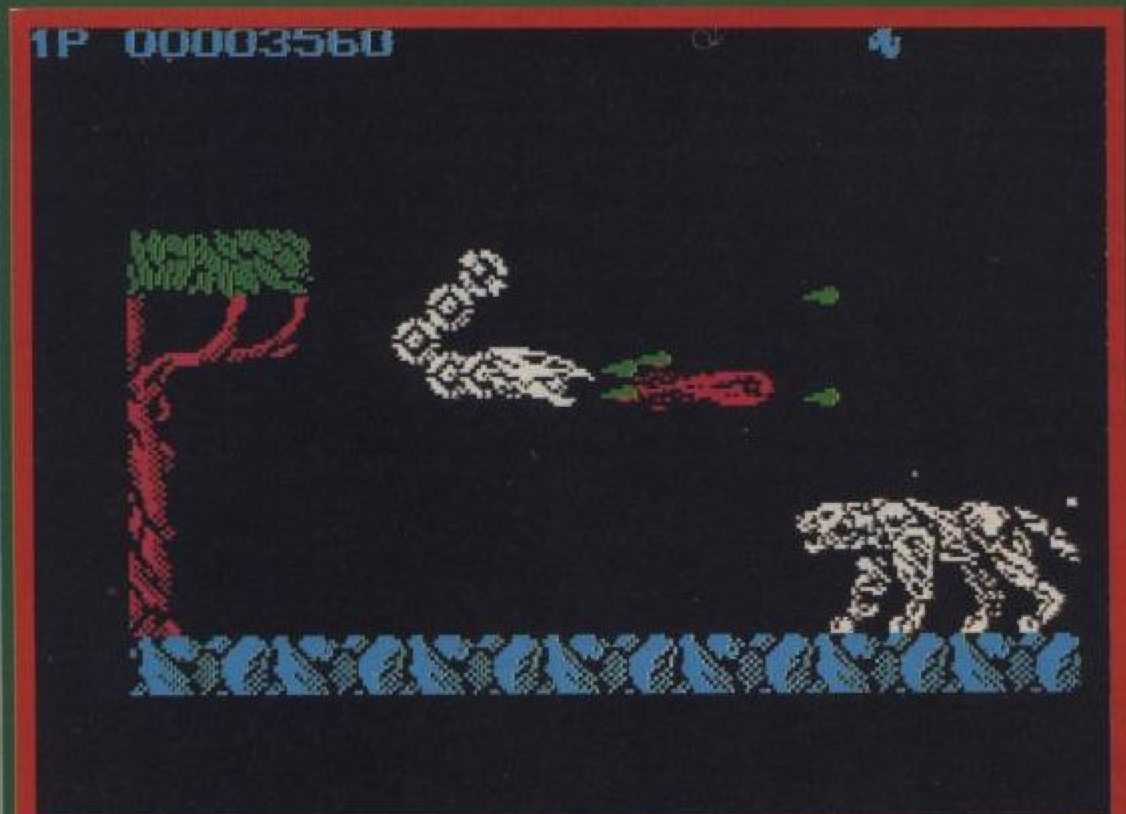
As a truly magnificent conversion of the Jaleco arcade machine *Saint Dragon* is a well deserved CRASH Smash.

NICK 92%

MARK The first thing that impressed me was the continue play option: so many games lack this vital piece of kit and it's so annoying to get so far only to have to start all over again. The game's tough, make no mistake about it, and don't think that just because the tail acts as a shield the going is easy. It takes a good few games just to find the right position to place the tail in for certain types of attack (ie from the ground). The main sprite moves very smoothly, and despite the fair bit of colour on screen there's little colour clash. A tough and very challenging game, buy it now.

92%





RATING

An outstanding conversion of the Jaleco coin-op — must be played to be believed.

PRESENTATION	88%
GRAPHICS	89%
SOUND	85%
PLAYABILITY	91%
ADDICTIVITY	90%

OVERALL 92%

GUARDIAN ANGEL

CodeMasters
■ £2.99 ■

Downtown Manhattan has never been worse. Thugs lurk in every doorway ready to attack, gangs stalk the streets armed with iron bars, flick knives, baseball bats and even chain saws! Evil maniac Ricky 'Death Star' Chang makes surprise visits in his kamikaze forklift truck! You're the Guardian Angel, your job is to wipe out the scum!.

Like most beat-'em-ups, this has impressive graphics. The scrolling levels all have detailed junk strewn about them and the backdrop is a view of the Manhattan skyline. The sprites are all animated well and the thugs vary enough to keep the best of gamers on their toes — in fact it may be a bit difficult for the average player. An energy bar shows your health, this goes down with every punch you take but can be increased by resting.

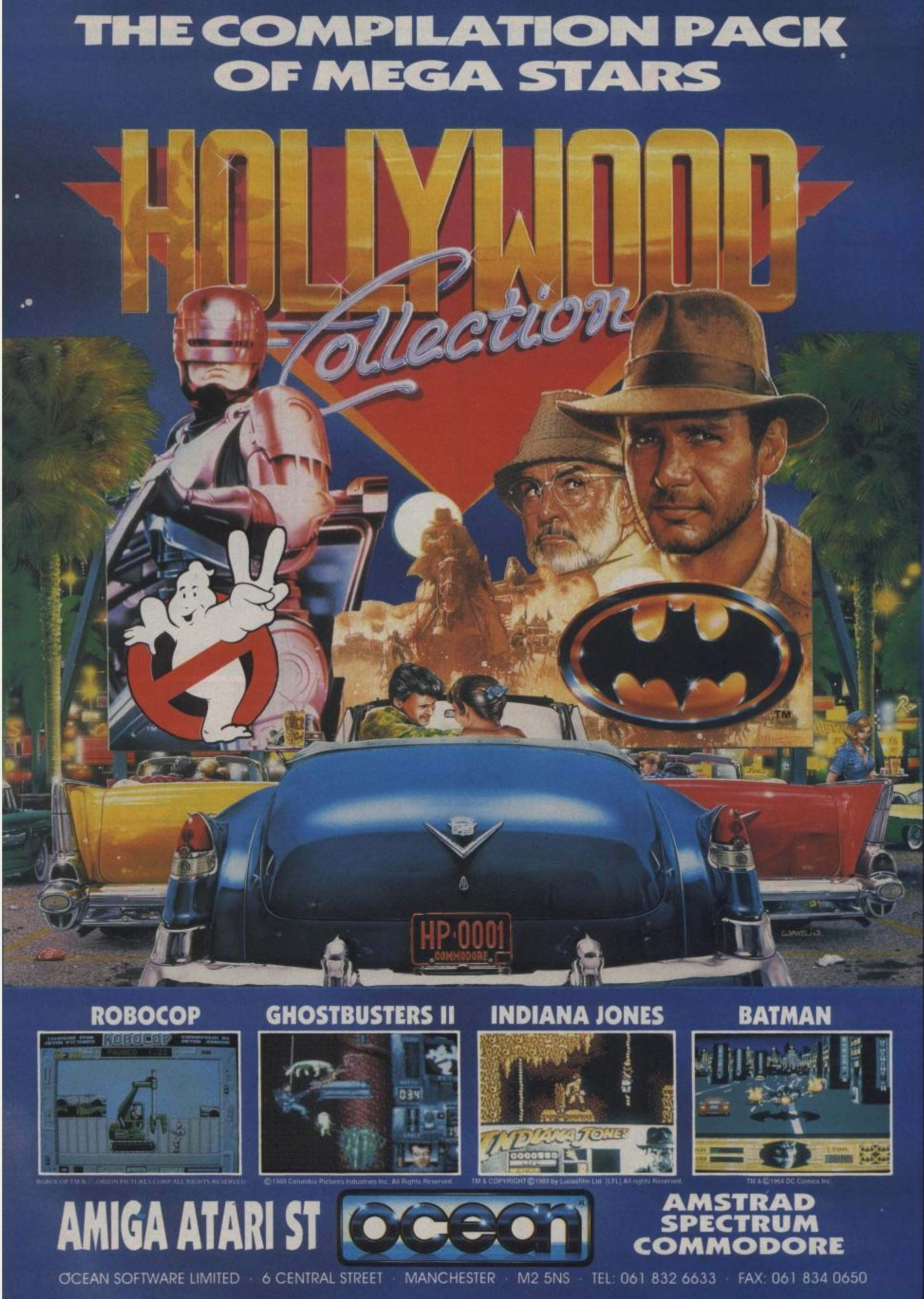
Guardian Angel is a tough beat-'em-up that will present a challenge to the best of players! Softies need not apply.

NICK

RATING

OVERALL 73%

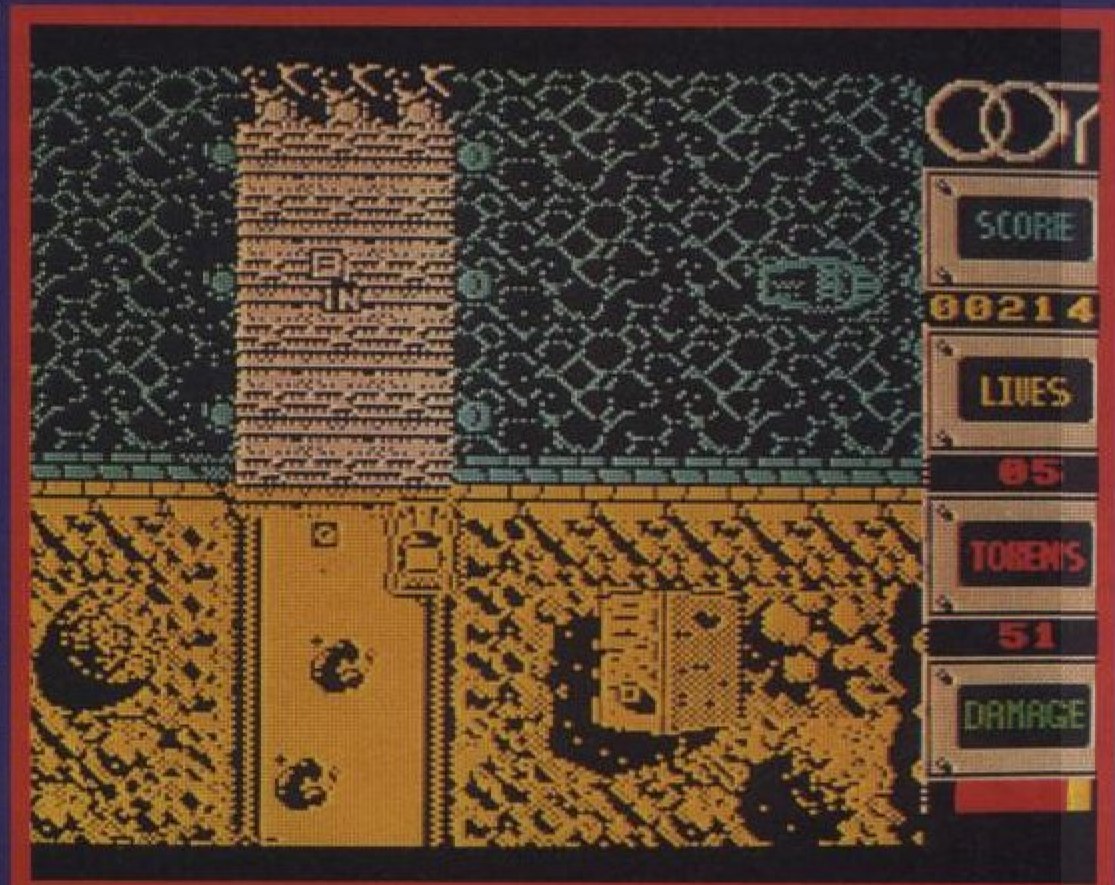




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THE SPY WHO LOVED ME

Domark ■ £9.99 ■ £14.99



In every Bond movie there's an evil megalomaniac who attempts to take over the world — here it's Karl Stromberg, a bit of a fruit cake, who, from his underwater base Atlantis, has hatched a cunning plan! He steals two nuclear submarines, one British, the other Russian, and with them plans to destroy New York and Moscow.It's up to Bond and beautiful Russian spy Major Anya Amasova to save the world (again).

The game is split into six parts, each a scene from the movie. The first has Bond and Anya driving along the open road to meet Q. Bond's white Lotus is viewed from above (in true *Spy Hunter* style), and the idea is to collect as many of the Q tokens as you can whilst avoiding the obstacles. The Lotus is armoured but repeated knocks and crashes result in a loss of a life.

By visiting a dock halfway through this scene the Lotus transforms into a speedboat and you race it up the river avoiding jettys, mooring posts and trigger-happy Stromberg goons.

In scene two various vehicles hinder progress but Q's van is at hand. Board it and you can buy additional weapons with your collected Q tokens. Make sure you get the jobbie to convert the Lotus into a submarine because you're underwater in level three where Bond and Anya are attacked by a variety of underwater vehicles as they head for Atlantis.

The final three levels see Bond blowing the doors to the control room where the nuclear subs are being directed. Bond is perched atop a surveillance camera whilst you, as Anya, must shoot the soldiers trying to stop Bond. Scene five sees Bond and his jetski heading for Atlantis to save Anya who has been kidnapped by Stromberg, whilst the sixth and final scene has Bond shooting it out with Stromberg and his sinister henchman Jaws.

The movie is one of my favourite Bond romps, and so I had high hopes for the game. The verdict... well it does have its good points, the attention to detail is one. Both the moving and static sprites are nicely detailed, though scrolling is a little on the juddery side.

The gameplay is tough which may put some people off. Also the sound is a bit of a letdown, the decent tune at the start makes way for a few bog standard blasting effects during play. It's a good Bond adaption, but doesn't top *Licence To Kill* for action!.

MARK 78%

NICK *The Spy Who Loved Me* follows in the tradition of other James Bond games: it has slick presentation, neat graphics but is incredibly short on gameplay. The first sections are very similar in look to the age old *Spy Hunter* but, sadly, not as playable. The most annoying thing about the game is that changing direction as you are driving along makes the car slide the opposite way, almost always into the ditch or off a bridge! Another feature that lets it down is the way you have to memorize the layout of each level before you can complete it. Learning by your mistakes is the only way to succeed. *The Spy Who Loved Me* won't keep me playing for long.

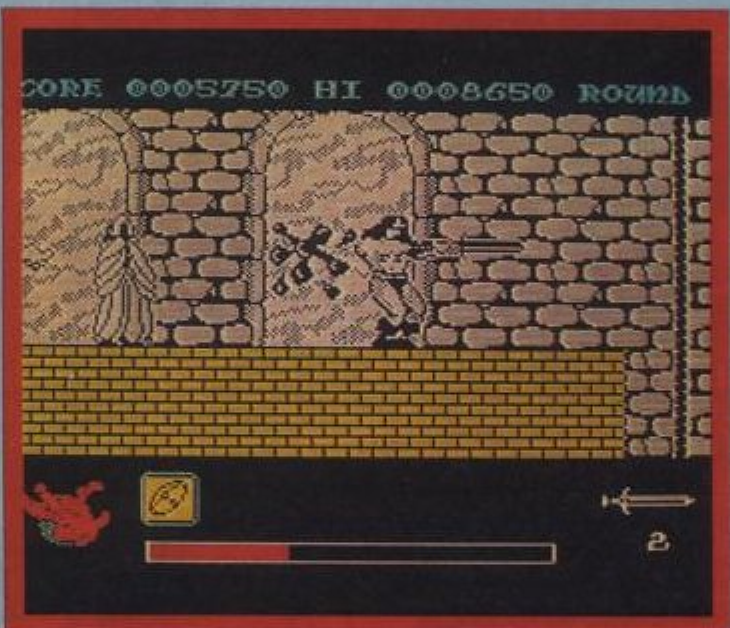
78%

RATING

Good Mr Bond, but not quite good enough to deserve an accolade.

PRESENTATION	80%
GRAPHICS	85%
SOUND	75%
PLAYABILITY	70%
ADDICTIVITY	72%
OVERALL	79%

RASTAN



The Hit Squad ■ £2.99 ■ re-release

The world of Maranna has been ravaged by evil wizard Karg by opening the portals of hell and letting demons and monsters escape. Only one man can rescue the world from certain destruction, Rastan (that's you, matey!)!

Rastan is so *very* playable, you can't put it down! All levels are packed with impressive demons and scenery and every sprite is well animated. It has plenty of the neat touches that keep players coming back for more. The beating heart that represents your health is a good idea and there's also a continue option, so no more kicking your computer when you have to start all over again! The 48K game is slightly different to the 128K version in that each level has to be loaded in separately and you lose the music. It's one of the better re-releases this month, so if you have a bit of spare cash lying about send it to me (oi! —Ed)!! Erm, I mean go and get this...

NICK

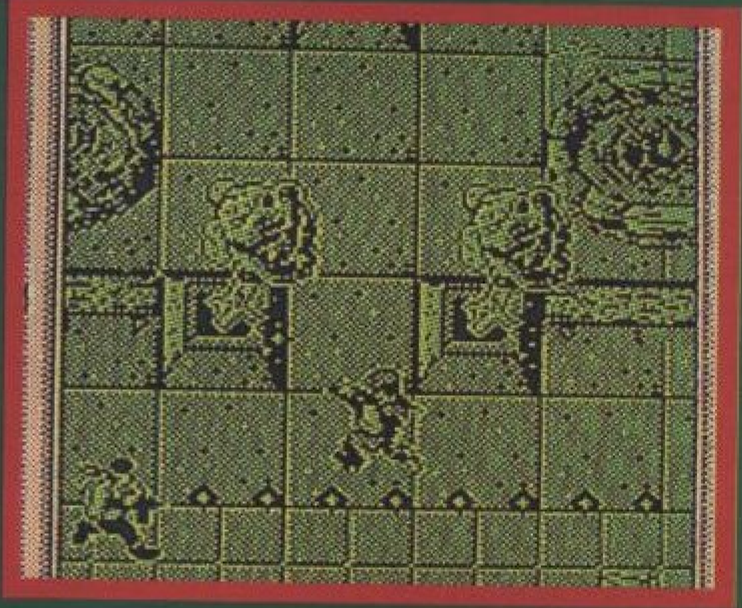
RATING

OVERALL 83%



NEW YORK WARRIORS

Virgin Games
■ £9.99 ■ £14.99



Twentyfour years into the future and New York is plagued by organised crime. The Church of the Third Coming (C3C for short) has discovered an evil drug that turns the quietest of citizens into mad, violent people and now most of the city is under its effect. Except for a small group of people immune to the drugs: The Warriors.

As a Warrior you battle through the city using the 'devastating' weapons found around the streets. No one can be trusted and most of the people you meet are armed and only too ready to blow you away!

The object of the game is to make it to the World Trade Centre and eliminate the controller of a C3C bomb which is set to destroy the building. The slightest indication of your presence could set the bomb off, so you must be very careful where you tread.

New York Warriors is very poor, and the worst aspect is the terrible multi-load system: it takes ages for the computer to load in the separate parts of each level and if you don't suceed on level one you have to load it all in again to restart!

The game has badly defined graphics with monochrome colour. You can't tell what is going on half the time and I would wager you get killed in the first few seconds of play by one of the hidden gun happy idiots! A definite thumbs down from me.

NICK 42%

MARK The character sprite is a fairly large blobby chap who runs around about as convincingly as pregnant hippo, and the enemies are just as laughable. I found it very easy to complete the first few levels, though the multi-load is such a pain I gave up playing *New York Warriors* after a very short time. This game would be OK, on a budget label, but I for one wouldn't pay ten quid for this donkey.

30%

RATING

A budget game dressed to kill and no party to go to

PRESENTATION	43%
GRAPHICS	42%
SOUND	39%
PLAYABILITY	38%
ADDICTIVITY	37%
OVERALL	**36%**

GRAND PRIX CIRCUIT

Accolade ■ £9.99 ■ £14.99

Here's your chance to sit behind the wheel of one of three turbo powered mean machines, and drive 'em! There are plenty of options to get you going. Pick to race in Practice, Single Race or Championship mode and at what skill level.

Choose from three cars: a Ferrari, a McLaren or a Williams — a list of technical specs for each car is shown to help decisions.

Grand Prix Circuit features eight tracks (Brazil, Monaco, Canada, Detroit, Britain, Germany, Italy and Japan) and, unless you're in championship mode, you can pick which one to race on.

The first race is the qualifying round: no opponents, but you're racing against the clock and your finishing time determines your placement on the starting grid.

Most of the tracks consist of tight turns, and all of these can be taken at fairly high speeds, but pranging the car pushes up the damage meter. Don't panic if the damage meter hits the red because when the pit is reached you can pull in and get the old bodywork repaired.

I had a terrible feeling of déja-vu when playing *Grand Prix Circuit*, change the main sprites to motor cycles and you have... yep, *The Cycles*.

Graphics are pretty simplistic, the best being the opposing cars, though they appear to drive straight through my vehicle! Sound is just a grating engine roar. *Grand Prix Circuit* is a disappointment after the enjoyable *The Cycles*.

MARK 60%



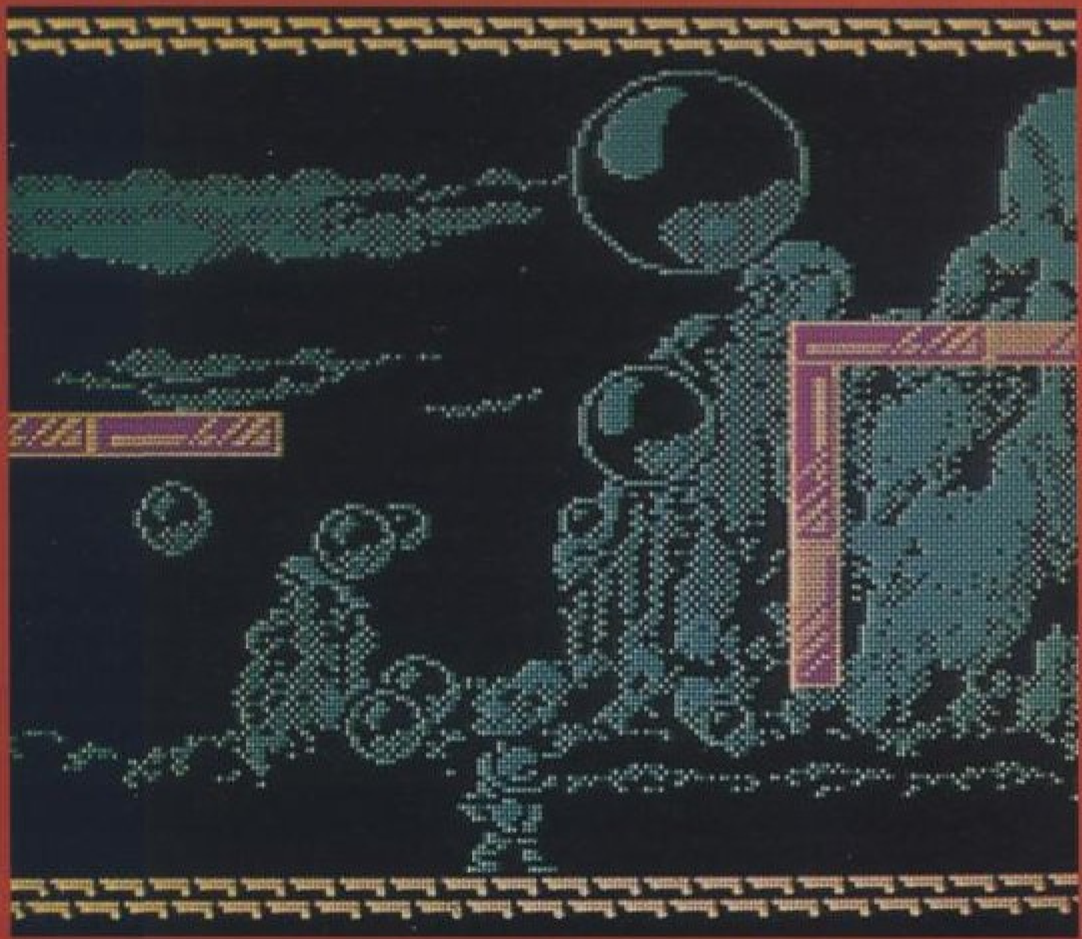
NICK This is simply *The Cycles*, another Accolade game, with slightly changed graphics! The racing tracks are uninteresting, undetailed and even tatty with pixels being left behind as the track scrolls towards you. The sound effects (there is no tune) are awful. A grinding noise is heard throughout each race as the car accelerates. *Grand Prix Circuit* is not impressive. A mediocre racing simulation from Accolade — the kings of 16-bit sims, not 8-bit.

46%

RATING

A mediocre racing sim with looks too similar to Accolade's previous release *The Cycles*.

PRESENTATION	57%
GRAPHICS	59%
SOUND	45%
PLAYABILITY	52%
ADDICTIVITY	51%
OVERALL	**53%**



PANG

Ocean ■ £9.99 ■ £14.99

The hero of this arcade conversion is a little chap resplendent in khaki shirt, shorts and a pith helmet, who armed with a futuristic harpoon gun races around the world popping balloons. There are 17 locations in all, exotic places such as Paris, New York, Moscow and London. Your task is quite simple, burst all the balloons that bounce around the screen in the allocated time limit.

But things ain't as easy as they sound. Shoot a big balloon and it splits into two, shoot one of those and it splits into two and so on! Before you know it, the screen's covered with loads of tiny balloons! Often, when a balloon is split, bonus icons appear, these include stopwatches (these freeze the balloons in their tracks), hour glasses (extra time), really big guns and dynamite. Also watch out for assorted wildlife on your travels, these will stun you for a short time and prevent you from firing your weapon, so avoid them.

Once the balloons have been destroyed you move onto the next (even tougher) level and continue your search for a really big pin.

I've played the arcade version of *Pang* on several occasions, and the Speccy version is pretty close to its arcade parent. The wildly bouncing balloons take a while to get used to, but once you learn to dodge with the skill and grace of a ballet dancer your lifespan increases.

Graphically *Pang* is good with a detailed main sprite who is animated well and moves fast enough to dodge the balloons. Gameplay is very addictive and the challenge is tremendous. I bet you'll be playing it all the time when you first get it!

MARK 81%

NICK *Pang* is a strange but highly addictive game. I found it best to play as a two player team, that way you can hide behind the other player as a bubble shoots towards your head! The detailed backgrounds and the smooth way the bubbles move across the screen make the game a graphical delight and sound's not too bad either. *Pang* is great fun, just like overdoing it with the Fairy liquid!

82%

RATING

A fast and very playable balloon shoot-'em-up — moves like greased lightning

PRESENTATION	80%
GRAPHICS	82%
SOUND	70%
PLAYABILITY	79%
ADDICTIVITY	80%
OVERALL	81%



BLAZING THUNDER

Hi-Tec Software
■ £2.99 ■

There you were in the middle of a tank battle in the future when suddenly — bang! — you go and rip a hole in the space time continuum, and now you find yourself fighting a battle, but far back in the mists of time!

Blazing Thunder is a vertically scrolling blast-'em-up which plays a bit like *Ikari Warriors*. The graphics are all well drawn with a variety of enemies and backgrounds to play against. Though monochrome, the colour used changes each level and the further you go the better the weapons you can collect.

There are no outstanding features to the game really, you just trundle your tank around the levels shooting anything that looks threatening until you come to the end of the level where a huge enemy awaits.

It's all on the difficult side really — no matter how careful you are there's always a giant soldier who pops up and shoots at you! Fun for a while but lacking lastability.

NICK

RATING

OVERALL 63%

HAVOC

Players Premier
■ £2.99 ■

Havoc claims to be an 'incredibly realistic Gunship simulation'. It isn't. It is, however, a not bad vertically scrolling shoot-'em-up.

You can control a US AH-64 Apache (the original Gunship) or a Soviet Mi-28 (known as *Havoc* — hence the title!). Using the up, down, left, right, fire controls take your chosen aircraft into the skies on three missions of ultimate destruction. Y'know the sort of thing — blow up enemy ground installations, annihilate tanks, blast enemy aircraft and generally ravage the landscape. Three weapons are at your disposal: unlimited bullets, limited anti-tank rockets and limited air-to-air guided missiles. Just as important as shooting down your opponents, is remembering not to shoot down your allies. If you do *everyone* hates you and launches an attack on your aircraft!

Sounds an alright kinda game — what's it play like, then? Alright, really! The playing area is green with black graphics which makes everything look a bit dull, but the action is certainly fast and hectic; the screen is continually swarming with enemy fire! Monochrome scrollers never did work too well on the Speccy, *Havoc* is better than most but doesn't have the thrill power to work you up!

RICHARD

RATING

OVERALL 66%

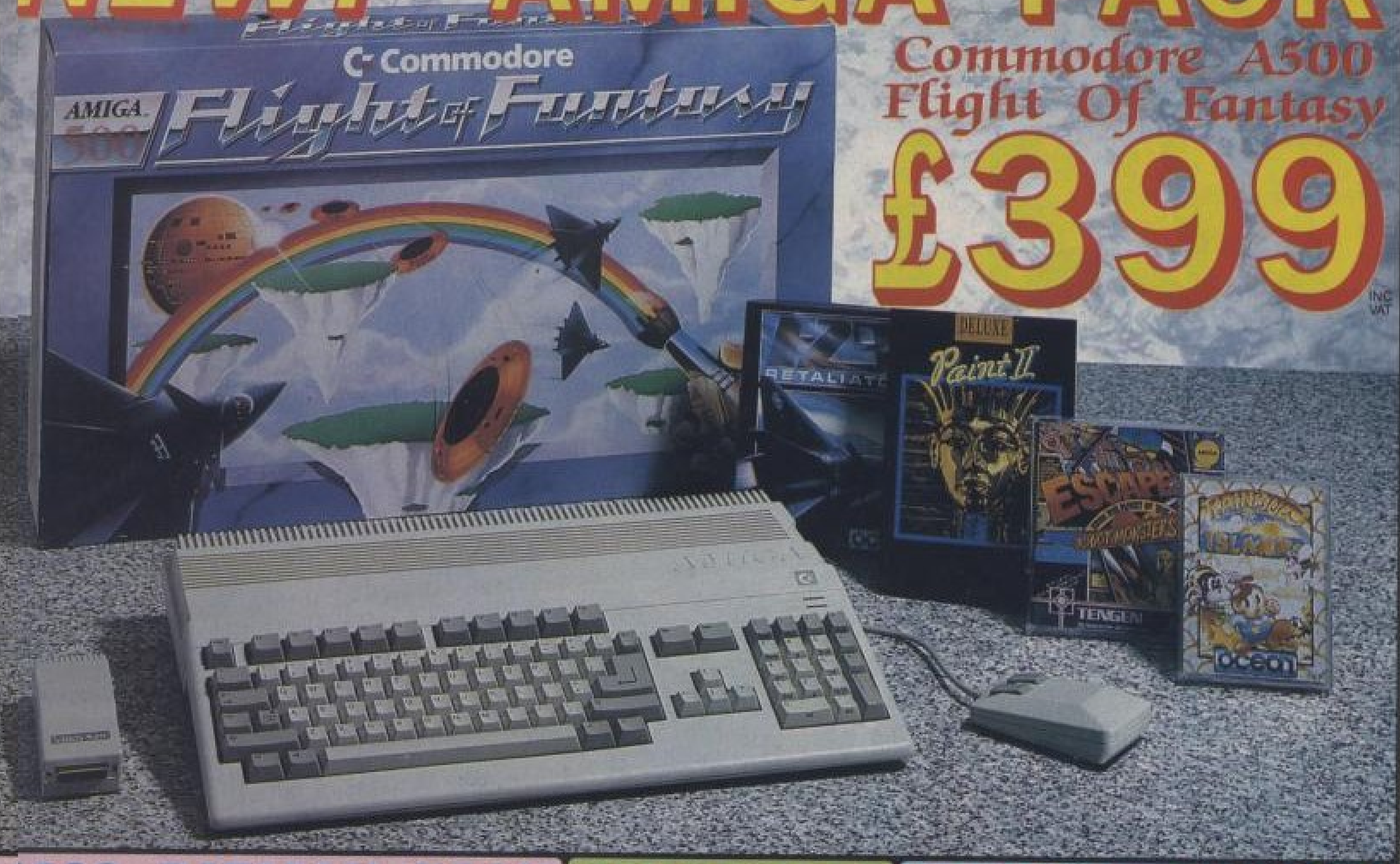


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NEW! - AMIGA PACK

Commodore A500 Flight Of Fantasy

£399 INC VAT



A500 BATMAN PACK



The Commodore A500 Batman Pack must surely rank as one of the most popular computer packs ever! The pack features the **Commodore Amiga 500 computer** with **mouse controller** and **TV modulator**, plus four top software titles. The software includes: **'Batman The Movie'** - Rid Gotham City of the cunning joker, in Ocean's top selling title based on the blockbuster Batman film; **New Zealand Story** - high quality conversion of the leading arcade game; **Interceptor** - Dogfight with two F-16's in this leading flight simulator; **Deluxe Paint II** - top quality Amiga graphics package which set the standard for others to follow. Return the coupon for further details.

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PACK PRICE:	£399.00

£399 INC VAT

AMIGA 2000



For the more serious or professional applications user, Commodore have a selection of systems based around the expandable Amiga 2000, at prices from £1295+VAT. The A2000 features a full 1Mb RAM (expandable to 9Mb), 9 system expansion slots, plus IBM compatibility with the use of PC-XT or PC-AT bridgeboards. Complete and return the coupon, putting a tick in the A2000 box, for details of A2000 computer systems.

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FLIGHT OF FANTASY

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The high quality graphics program that set the standard for other Amiga art packages. Deluxe Paint II includes powerful, easy to use tools that bring out the artist in you. Create masterpieces, presentations, 3D perspectives or just doodle.

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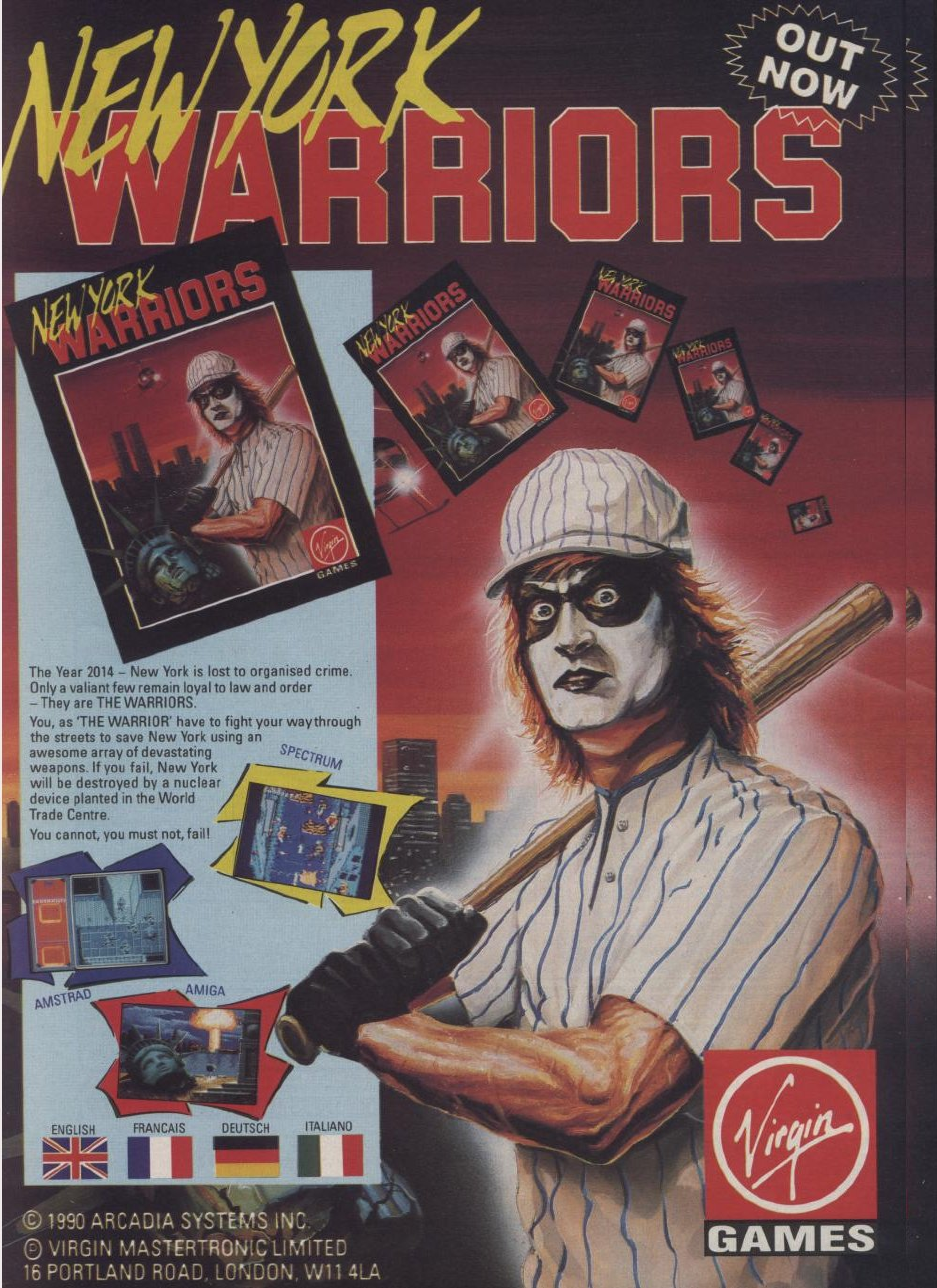
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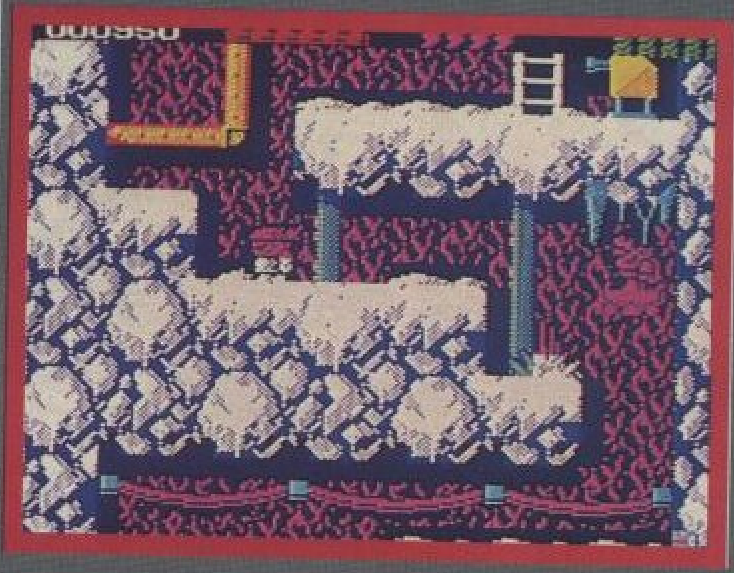
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GAMES

RICK DANGEROUS 2



MicroStyle
■ £9.99 ■ £14.99

A CRASH Smash

In this sequal to the well received original, Rick's back in action to thwart an alien fleet from the planet Barf, landed on Earth. The game starts in Hyde Park where he hijacks one of the Barfian ships. To defeat the guards and robots swarming around the platforms he's armed with a ray gun and grenades: both are limited but supplies can be found scattered around. And again, as in the original *Rick Dangerous*, many devious traps and pitfalls face our intrepid explorer.

Once aboard the ship Rick heads for the control room through screens packed with platforms, puzzles, traps and Barfian guards! Some traps can be deactivated by triggering switches, whilst others need careful timing to pass.

Level two takes you to the Ice Caverns of Freezia. Rick battles with the unpleasant inhabitants of this frozen realm and ducks the myriad laser bolts, snowballs and falling stalactites that come his way. Again switches deactivate traps, but watch out for red herrings as death is only just around the corner!

Having escaped from the Ice Caverns the third level is set in the Forests Of Vegetabilia: man-eating plants, rolling boulders, guards, sharpened sticks are just some of the problems. Level four takes him to the Atomic Mud Mines and then it's onto level five set in Barfalatropolis, the alien's HQ.

It's great to see Rick back again. I really enjoyed the first game with its vicious inhabitants and devious traps, and part two is just as tough. One neat feature is the ability to practise the first four levels, but to complete you have to play through the whole game to reach the final showdown.

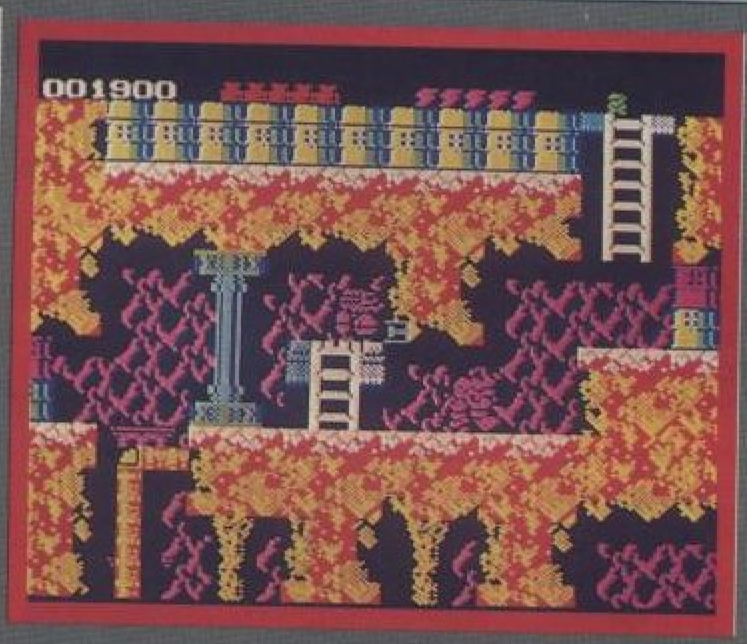
Graphically *Rick Dangerous II* is very impressive, even though some of the hazards are difficult to see. It's really very similar to the original — but that's no bad thing, as it's one of the most playable platform games around!

MARK 90%

NICK It's more of the same so the novelty of the cute graphics and 'interesting' nasties has worn off. Don't get me wrong, this is a great game, but if you played the original you'll already know how to get past some of the traps (if you can spot them!). Graphically this is also almost exactly the same with a few new ideas thrown in to make up the backgrounds in the various stages. There is far more colour though, and as a result you have to put up with some of that annoying clash the Spectrum is famous for. There are tunes at the beginning of each of the levels which, unfortunately, slow right down when anything fires at you, making them unbearable to listen to.

Rick Dangerous II may not be the most original game ever but is certainly loads of fun.

90%

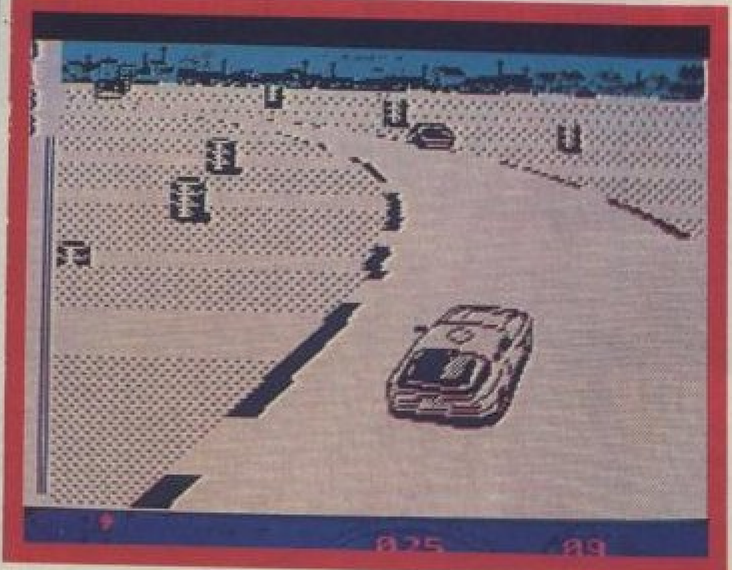


RATING

A number one platform game returns with smashingly equal results

PRESENTATION	85%
GRAPHICS	87%
SOUND	82%
PLAYABILITY	88%
ADDICTIVITY	86%
OVERALL	**90%**

TURBO CUP CHALLENGE



Players Premier
■ £2.99 ■

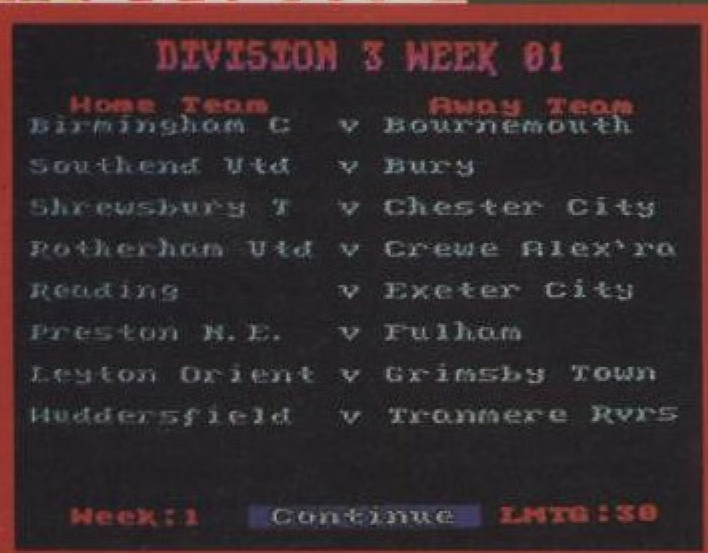
Championship sports car racing is what *Turbo Cup*'s all about, so here's another (not another!! —Ed) opportunity to drive a Porsche. Let's see how it measures up to the driving game formula, shall we? Okay then, roads. Yes, it's got four of them; real European racetracks too! Curving and twisting all over the place — distinct lack of hills though. Cars? Oh yeah — plenty! Well, in the main competition anyway — you get the road to yourself in the practice round and your finishing time in this round determines your grid position in the race. What's next, erm... Speed! Lots of that too. You can drive at around 120 mph but the car spins out of control on sharp corners at this speed, keeping between 60 and 80 is okay.

Next — controls: accelerate, decelerate, left and right. It's simple but it takes a few goes to get used to the sensitivity. Do the vehicles look like cars or squashed dustbins? Not a squashed dustbin in sight, the car graphics are good but not animated very much — turn left and the graphic suddenly switches from straight ahead to 45 degrees, not bad really. There's scenery along the roadside and just the right amount too! It doesn't look cluttered but going off road is hazardous. Graphics are black and white so it's clear but looks so very dull. And finally — is it any good? Hummmm, it's okay, just not very exciting.

RICHARD

RATING

OVERALL	**67%**



MULTI PLAYER SOCCER MANAGER

D&H Games
■ £9.99 ■

Get hold of three friends and they can help you play the new D&H game *Multi Player Soccer Manager*, if not you can play on your own against the computer. As the manager of a struggling fourth division team you must lead your men to the top of the first division and try to win the FA Cup. But to start with Wembley is far away. You control the game with a set of ten icons — they include facilities to train players, buy and sell players, view the league tables and perhaps most importantly of all, check the bank balance.

Your first consideration is to train your players, with this underway you can choose what type of talent scout, physio and coach you want. These go from useless to excellent (depending on price): go for average at first, you can always change later.

When your lads are fit to play clicking on the Match icon brings up the results of the day's play. Gate receipts are then tallied and wages can be paid. Be careful, if the board think you're spending all their cash without results you'll be kicked out of the club.

Ten quid for a soccer manager game is expensive, especially with many similar games available on budget labels. So this is really for keen manager types. Don't expect much in the way of action, but a lot of text screens: this is after all that style of game. Still, despite the plethora of very similar product available, soccer management does seem popular, and this version compares favourably.

MARK 50%

NICK *Multi-Player Soccer Manager* is yet another football management game. With so many released each month, all looking and playing almost identical, I sometimes wonder what the point is. The inlay boast features like 'crowd violence' and 'weekly balance', but these don't get me very excited.

40%

RATING

A competent, if lacklustre addition to the soccer manager genre

PRESENTATION	50%
GRAPHICS	25%
SOUND	N/A
PLAYABILITY	55%
ADDICTIVITY	60%

OVERALL 45%



SOLAR EMPIRE

Players Premier
■ £2.99 ■

With a plot to enslave the entire galaxy, the evil Dargons must be stopped as they invade ours! Dargon Ringworlds (like a planet on a spaceship) are sent in to conquer populated worlds and then use them as a base to conquer other worlds. You have to stop 'em quick before they take over every ruddy planet!

Ringworlds are destroyed with a photon torpedo. Then, to liberate an occupied planet you have to capture a shooting star and steer or tow it towards the planet. Release the star onto the planet and it destroys the Dargons and liberates that world. Oh, and there are loads of alien thingies all over the place to shoot too.

Gameplay is essentially an eight-way scrolling shoot-'em-up but with a yucky 'intellectual aspect' thrown in. There are billions (quite a few —Ed) of dials to keep an eye on and to succeed must be followed correctly; the status panels (on the left and right hand sides) are continually blasting you with information which takes away most of the fun you might have in carelessly blasting everything! *Solar Empire* is a funny mix of gameplay — you want to play it fast and furiously, when you should be playing it a bit strategically. Except you can't play it at all on the +2A, because it's not compatible.

RICHARD

RATING

OVERALL 60%

OUTLAW

Players Premier
■ £2.99 ■

Four outlaws are on the loose and must be caught. Seeing the huge rewards you take up the challenge to track 'em down and give 'em a showdown at high noon. *Outlaw* is played in a very similar fashion to the cowboy shoot-'em-ups that used to proliferate in the arcades. The playing area scrolls towards you and you're free to run your gunslinger around the area pumping lead into the seemingly neverending army of opponents. Obstacles also litter the route and crashing into one loses you one of your lives. But do look out for helpful objects: there are extra lives, extra speed, weaponry, ammo and more.

Outlaw is a difficult game to master: the main problem is that the ground is speckled so it's almost impossible to see enemy fire, or your own bullets for that matter! There have been a few games of this type before and none have worked especially well on the Speccy. *Outlaw* is pretty much the same as the rest. A good looking game but when it comes to playability it's a greenhorn (ie: not much cop).

RICHARD

RATING

OVERALL 53%



POSEIDON - PLANET ELEVEN

Hi-Tec Software
■ £2.99

The planet Poseidon is having temperature problems. With a population of 7900 million people to protect from certain death you must venture down into the planet's bowels and collect eight crystals which, used together, will save the planet from destruction.

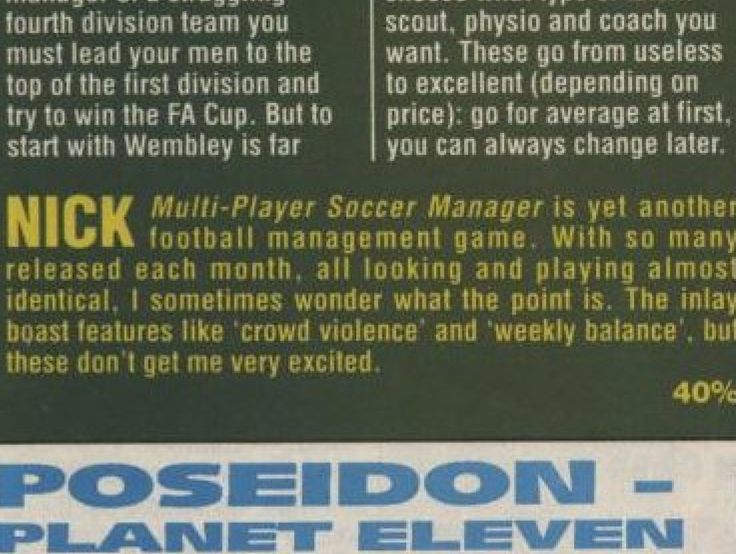
Poseidon - Planet Eleven is a very straight forward game. You search all the locations for the crystals and take them to the centre core where they can react and cool the planet down. The sectors you travel through include grass and mud, molecules and radiation and each have their own breed of mutants ready to stop you in your tracks. The screens are simple with nothing new and exciting to spur you on, but the animation on the hero of the game is out of this world! Or would be if the locations didn't have a roof to them. When you jump the character shoots up the screen at a hellish rate. It's impossible to judge successfully where he's going to land, you just have to hope for the best.

Poseidon - Planet Eleven is nothing new but it's a reasonable arcade adventure.

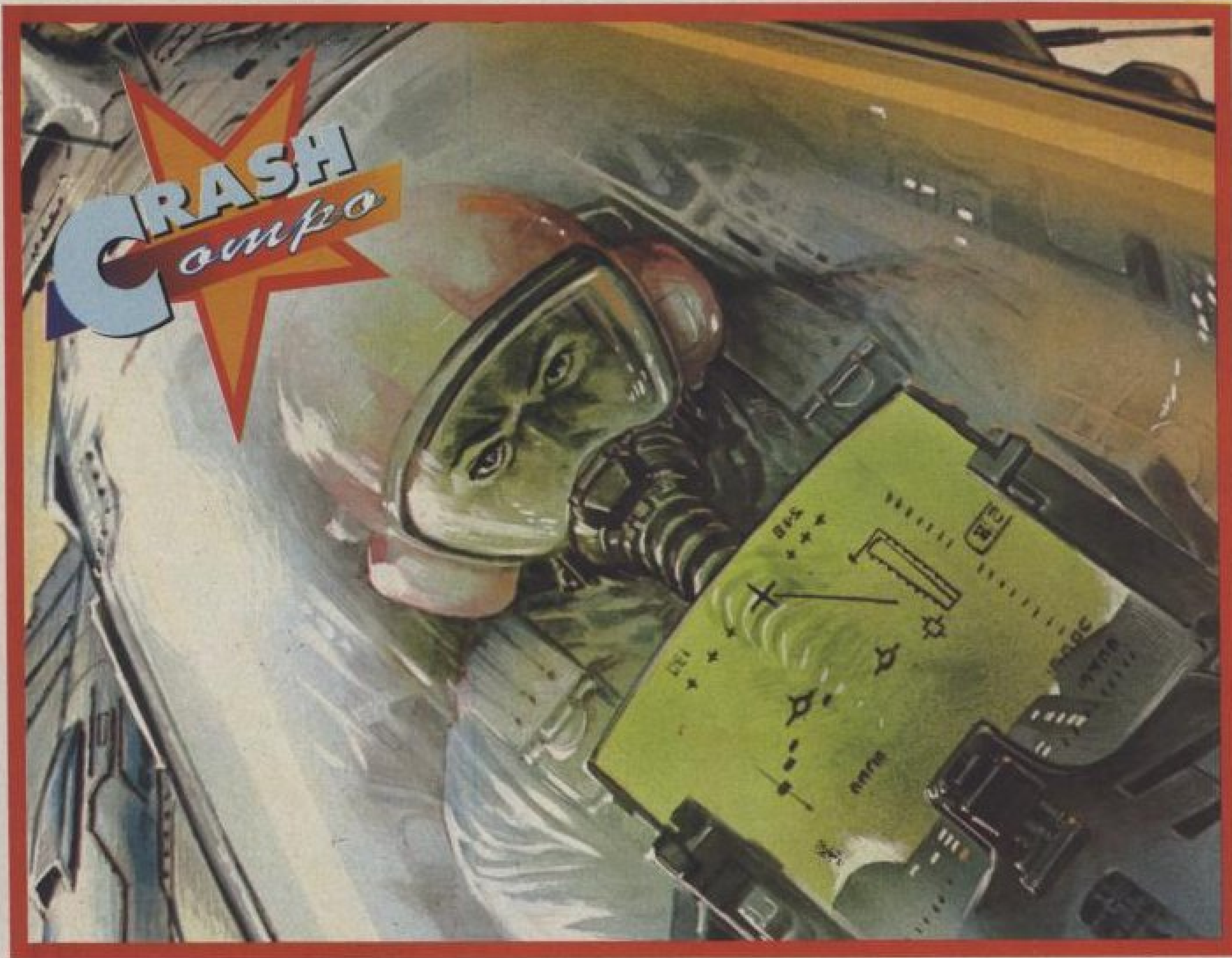
NICK

RATING

OVERALL 46%



BLAST YOUR BRAINS!



US Gold is offering a real blast in this compo — blast your ear drums with a skillo Sony Compact 22 hi-fi system! It's the first prize and includes a turntable, twin cassette decks, 5-band graphic equaliser with surround sound, a 3-band radio with 12 presets, 20W RMS sound power from the 3-way speakers, and it's all remote control! You won't have to touch it!!! Yippeee! That's not all: there's a US Gold t-shirt and huge *UN Squadron* poster for the winner too! There are also prizes for 15 runners-up: a US Gold t-shirt and poster, and there are five consolation prizes of a *UN Squadron* poster! It's a set of prizes that'll make your day if you're a winner!

To be in with a chance of winning one of the fabbo prizes on offer get on the phone and ring the CRASH Compo Hotline! Dial 0898 555 084 and listen to the questions being read out over the phone. When you have your answers, write them down on a postcard or the back of a sealed envelope and send it to: NEWSFIELD, UN SQUADRON BLASTER COMPO, CRASH, Ludlow, Shropshire SY8 1JW. And make sure your entries arrive by November 15!!

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Calls cost 33p per minute during off-peak time and 44p per minute at all other times. If you don't pay the phone bill ask the person who does! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.

★ WIN A HI-FI SYSTEM!! ★ US GOLD SHIRTS!! ★ HUGE UN SQUADRON POSTERS!!!

US Gold's latest arcade blaster is Capcom's hectic shoot-'em-up *UN Squadron* — a game that'll have you flying by the seat of your pants (this could get messy! -Ed)! Set in the future, the elite UN Squadron is called in to devastate bases created by corrupt arms dealers who are holding the world to ransom! The action takes you through ten horizontally scrolling levels as you take control of a UN Squadron fighter plane, the ultimate in aerial firepower!

Every level is packed with deadly opponents attacking from above and below; so make sure your plane is well equipped with the latest defence systems. Destroying an attack swarm provides power-up pods, collect 'em and you can bolt on such lethal weaponry as laser streaks, homing missiles, ground attack bombs, search and destroy missiles and even nuclear warheads!! With that lot onboard there'll be no stopping the blasting!!



NEXT MONTH

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